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ABSTRACT

This guide, published by the Division for Girls and Women's Sports (DGWS) of the American Association for Health, Physical Education, and Recreation (AAHPER) presents a statement of DGWS beliefs, standards in sports, sources of information and international committee rules. It details various affiliated boards of officials and presents the Official 1972-74 Softball Rules for Girls and Women. A series of related articles on softball is also included. (JB)

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Softball GUIDE

JANUARY 1972 – JANUARY 1974

With Official Rules

Editor
Connie Claussen

SP 006 727

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American Association for Health, Physical Education, and Recreation

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CONTENTS

DIVISION FOR GIRLS AND WOMEN'S SPORTS 5

Sports Guides and Official Rules Committee Interest Indicator 6
DGWS Statement of Beliefs 7
Standards in Sports for Girls and Women 11
Sources of Information and Service 12
DGWS Executive Council 14
Sports Guides and Official Rules Committee 16
Commission on Intercollegiate Athletics for Women 19
DGWS Softball Committees 21
The International Joint Rules Committee on Softball 23

ARTICLES

Try a Little Slow Pitch ..... *Carol J. Smith* 25
Tenth Man Theme ..... *Carol Schunk* 28
It's Catching! ..... *Jill Hutchison* 32
Tips for the Beginning Pitcher ..... *Fern Gardner* 35
Strategy for Playing Third Base *Billie J. Moore* and *Virginia Scheel* 37
Tips on Infielding ..... *Janice R. Wilson* 41
Run Your Way to Victory ..... *Dot Dobie* 44
The Confident Official ..... *Myreen Loveless* 49
Lead Up to Softball ..... *Charleen J. Kahre* 55
The Clegg Softball Skill Test ..... *L. Imogene Turner* 58
Battery of Defensive Softball Skills Tests ..... *Jacqueline Shick* 61
Softball, Fast and Slow Pitch Differences ..... *Henry McCourt* 64
A Selected Softball Bibliography ... Revised by *Sharon Irwin* 66
Softball Visual Aids ..... Revised by *Janet A. Seaman* 69

OFFICIATING SERVICES AREA 72

Officiating Executive Board 74
Affiliated Boards of Officials 77
Standards for Officials Ratings 86
Information for Affiliated and Provisional Boards 90
How to Establish a Board of Officials 92
Sources of Information and Material 95
Softball Study Questions 96

Techniques of Officiating Softball
Revised by the Principles and Techniques of
Officiating Committee 102

OFFICIAL RULES

Official 1972-1974 Softball Rules for Girls and Women 112
Suggested Modifications of the Official Softball Rules
for Less Highly Skilled or Young Players 148
Using the Softball Scoresheet 149
Questions and Answers on Softball Rules
Revised by *Carole Oglesby* and *Barb Waddell* 151
Softball Rules Summary . . . . . Compiled by *Betty Alexander* 157
Index to Rules 165

DIVISION FOR GIRLS AND WOMEN'S SPORTS

The Division for Girls and Women's Sports is a nonprofit educational organization designed to serve the needs and interests of administrators, teachers, leaders, and participants in sports programs for girls and women. It is one of eight divisions of the American Association for Health, Physical Education and Recreation. Active members of the Division are women members of the American Association for Health, Physical Education, and Recreation who are interested in sports for girls and women and who participate in the work of the Division. These women are professional leaders in schools, colleges, community centers, industrial plants, military services, public and private clubs, and agencies.

The purpose of the Division for Girls and Women's Sports is to foster the development of sports programs for the enrichment of the life of the participant.

The Division for Girls and Women's Sports attempts to promote desirable sports programs through:

1. Formulating and publicizing guiding principles and standards for the administrator, leader, official and player.
2. Publishing and interpreting rules governing sports for girls and women.
3. Providing the means for training, evaluating, and rating of officials.
4. Disseminating information on the conduct of girls and women's sports.
5. Stimulating, evaluating and disseminating research in the field of girls and women's sports.
6. Organizing various units of AAHPER concerned primarily with girls and women's sports in order to exert effective leadership.
7. Sharing in the interests of other AAHPER divisions and/or sections in promoting sports programs.
8. Cooperating with allied groups interested in girls and women's sports in order to formulate policies and rules that affect the conduct of women's sports.

SPORTS GUIDES AND OFFICIAL RULES COMMITTEE INTEREST INDICATOR

The SGOR Committee is endeavoring to broaden its base of personnel and to strengthen its services to *Guide* readers. The purpose of this form is to offer readers an opportunity to join us in meeting this need. Please complete this form and send it to the SGOR Associate Chairman-elect, whose name and address appear on page 16.

Name _____

Professional Address _____

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1. Check the Sport Committee(s) which would be of interest to you:

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4. Can you suggest topics for articles which you would like to have included in future *Guides?* (Please indicate sport.)
   _____
5. Are there others whom you would recommend for consideration as possible committee members or authors? Please indicate below. (Use additional paper, if necessary.)

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Sports Committee Member ☐ Prospective Author ☐ (Check one)

DGWS STATEMENT OF BELIEFS

We believe that opportunities for instruction and participation in sports should be included in the educational experiences of every girl. Sports are an integral part of the culture in which we live. Sports skills and sports participation are valuable social and recreational tools which may be used to enrich the lives of women in our society.

We believe that sports opportunities at all levels of skill should be available to girls and women who wish to take advantage of these experiences. Competition and cooperation may be demonstrated in all sports programs although the type and intensity of the competition will vary with the degree or level of skill of the participants. An understanding of the relationship between competition and cooperation and of how to utilize both within the accepted framework of our society is one of the desirable outcomes of sports participation.

We believe in the importance of physical activity in the maintenance of the general health of the participant.

We believe that participation in sports contributes to the development of self-confidence and to the establishment of desirable interpersonal relations.

For these reasons, *we believe* that girls and women of all ages should be provided with comprehensive school and community programs of sports and recreation. In addition, they should be strongly and actively encouraged to take part in such programs.

PROGRAM

We believe that sports programs for girls and women should be broad, varied, and planned for participants at differing levels of skill. There should be full awareness of the wide span of individual differences so that all types, ages, and skill levels are considered in the planning of sports programs. In conducting the various phases of sports programs, principles must guide action. These principles should be based on the latest and soundest knowledge regarding

1. Growth and development factors
2. Motor learning
3. Social and individual maturation and adjustment
4. The values of sports participation as recognized in our culture.

Elementary Schools (grades 1-6)

We believe in planned, comprehensive, and balanced programs of physical education for every girl in the elementary program. These should provide experiences in basic movements—for example, skip-

ping and simple dance steps, bending, reaching, and climbing—and in a wide variety of activities which require basic sport skills such as catching, throwing, batting, and kicking.

We believe that intramural sports experiences in appropriately modified sports activities should supplement an instructional program for girls in grades 4, 5, and 6, and that in most cases these experiences will be sufficiently stimulating and competitive for the highly skilled girl. We believe extramural sports activities, if included in the upper elementary grades, should be limited to occasional play days (sports groups or teams composed of representatives from several schools or units), sports days, and invitational events.

Secondary Schools (grades 7-12)

We believe that in secondary schools a program of intramural and extramural participation should be arranged to augment a sound and comprehensive instructional program in physical education for all girls. Extramural programs should not be organized until there are broad instructional and intramural programs and a sufficient allotment of time, facilities, and personnel for new programs.

Colleges and Universities

We believe that college and university instructional programs should go beyond those activities usually included in the high school program. There should be opportunities to explore and develop skills in a variety of activities, with emphasis on individual sports. It is desirable that opportunities for extramural experiences beyond the intramural program be accessible to the highly skilled young women who wish these opportunities.

Forms of Competition

Intramural competition is sports competition in which all participants are identified with the same school, community center, club, organization, institution, or industry, or are residents of a designated small neighborhood or community.

Extramural competition is a plan of sports competition in which participants from two or more schools, community centers, clubs, organizations, institutions, industries, or neighborhoods compete. The forms of extramural competition include

1. Sports days—school or sports group participates as a unit
2. Telegraphic meets—results are compared by wire or mail
3. Invitational events—symposiums, games, or matches to which a school or sports group invites one or more teams or individuals to participate.
4. Interscholastic, intercollegiate, or interagency programs—groups which are trained and coached play a series of scheduled games

and/or tournaments with like teams from other schools, cities, or organizations.

International Competition involves players from different nations and provides sports experiences for individuals or groups with exceptional ability and emotional maturity. This type of competition under some conditions could include secondary school girls, but usually it is planned for more mature participants.

Corecreational activities are designed to give boys and girls opportunities to participate on the same team against a team of like composition, provided the activities do not involve body contact. The basis for formation of teams should be to promote good team play. We believe that girls should be prohibited from participating (1) on a boys intercollegiate or interscholastic team; (2) against a boys intercollegiate or interscholastic team; and (3) against a boy in a scheduled intercollegiate or interscholastic contest.

ADMINISTRATION

We believe that certain *safeguards* should be provided to protect the health and well-being of participants. Adequate health and insurance protection should be secured by the institution. First aid services and emergency medical care should be available during all scheduled interscholastic sports events. Qualified professional leaders should ensure a proper period for conditioning of players, a safe environment including equipment and facilities, a schedule with a limited number of games, and similar measures.

We believe that sports *officiating* should be the responsibility of those who know and use DGWS approved rules. Officials should hold current ratings in those sports in which ratings are given.

We believe that the entire *financing* of girls and women's sports programs should be included in the total school budget. It is suggested that income be handled as a regular school income item.

We believe that the *scheduling* of sports activities for girls and women should be in accordance with their needs and that their schedule should not be required to conform to a league schedule established for boys and men's sports.

We believe that excellence of achievement should be given *recognition* and that the intrinsic values which accrue from the pursuit of excellence are of primary importance. We believe that, when awards are given, they should be inexpensive tokens of a symbolic type, such as ribbons, letters, and small pins.

We believe that expert teaching and quality programs generate their own best *public relations*. It is suggested that an effective plan be developed for interpreting the values of the sports program to parents, teachers in other fields, and interested members of the

school or college community, including the press. A procedure which has proved successful is to invite key groups to a selection of demonstrations and sports events at different levels, so that they may see effective programs in action.

LEADERSHIP

We believe that good leadership is essential to the desirable conduct of the sports program. The qualified leader meets the standards set by the profession, including an understanding of (1) the place and purpose of sports in education, (2) the growth and development of children and youth, (3) the effects of exercise on the human organism, (4) first aid and accident prevention, (5) understanding of specific skills, and (6) sound teaching methods. Personal experience in organized extramural competition is desirable for the young woman planning to become a leader or teacher of women's sports. The leader should demonstrate personal integrity and a primary concern for the welfare of the participant.

POLICY-MAKING

And finally, we believe that all leaders, teachers, and coaches of girls and women's sports should be encouraged to take an active part in the policy decisions which affect planning, organizing, and conducting sports programs for girls and women. Leaders should make sure that qualified women are appointed to the governing sports bodies at all levels—local, state, national, and international—to ensure that programs are in the best interest of those who participate.

STANDARDS IN SPORTS FOR GIRLS AND WOMEN

Standards in sports activities for girls and women should be based upon the following:

1. Sports activities for girls and women should be taught, coached, and officiated by qualified women whenever and wherever possible.
2. Programs should provide every girl with a wide variety of activities.
3. The results of competition should be judged in terms of *benefits to the participants* rather than by the winning of championships or the athletic or commercial advantage to schools or organizations.

Health and Safety Standards for Players

Careful supervision of the health of all players must be provided by—

1. An examination by a qualified physician
2. Written permission by a qualified physician after serious illness or injury
3. Removal of players when they are injured or overfatigued or show signs of emotional instability
4. A healthful, safe, and sanitary environment for sports activity
5. Limitations of competition to a geographical area which will permit players to return at reasonable hours; provision of safe transportation.

General Policies

1. Select the members of all teams so that they play against those of approximately the same ability and maturity.
2. Arrange the schedule of games and practices so as not to place demands on the team or player which would jeopardize the educational objectives of the comprehensive sports program.
3. Discourage any girl from practicing with, or playing with, a team for more than one group while competing in that sport during the same sport season.
4. Promote social events in connection with all forms of competition.

SOURCES OF INFORMATION AND SERVICE

The various services are offered by committees. All requests for information of services should be addressed to the chairman of the committee into whose field of work the inquiry falls. Inquiries which cannot be readily classified should be addressed to the DGWS vice-president.

AUDIO-VISUAL COMMITTEE–Reviews films, advises on production, provides lists of up-to-date films available for rental or purchase.
Chairman: JEAN PUTNAM, Central Washington State College, Ellensburg, Washington 98926

COMMISSION ON INTERCOLLEGIATE ATHLETICS FOR WOMEN–Sponsors DGWS national and postal tournaments and establishes procedures for regional development and for sanctioning intercollegiate events. CIAW will be replaced by the Association for Intercollegiate Athletics for Women in July 1972.
Chairman: LUCILLE MAGNUSSON, Pennsylvania State University, University Park, Pa. 16802

DIVISION HISTORIAN–Maintains file of historical records and publications which are available on loan.
Historian: HAZEL PETERSON, Univ. of Idaho, Moscow, Idaho 83483

LIAISON–Maintains relationships with allied national sports organizations.
Chairman: MILDRED BARNES, Central Missouri State College, Warrensburg, Mo. 64093

NATIONAL INTRAMURAL SPORTS COUNCIL–A joint council of DGWS and DMA to provide leadership to initiate and to improve intramural programs at all educational levels.
Chairman: CATHERINE GREEN, Dept. of Intramural Activities, Univ. of Wash., Seattle, Wash. 98105

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Chairman: NANCY DAVIS, Skidmore College, Saratoga Springs, N.Y. 12866

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Chairman: BETTY BROWN, Newcomb College, New Orleans, La. 70118

STATE CHAIRMEN–Each chairman organizes committees for educational and informational work within her state. See list in current DGWS *Basketball Guide.*

STUDENT SPORTS ORGANIZATIONS–Organizational and program service to GAA's and WAA's maintained through NGAA Project and CWS.
Consultant: BETTY FLINCHUM, AAHPER, 1201 Sixteenth St., N.W., Washington, D.C. 20036

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(See page 19 for list of personnel.)

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AIAW HANDBOOK

A handbook of policies and interim operating procedures of the new Association for Intercollegiate Athletics for Women is now available. It contains statements on the structure, purposes and membership of AIAW; policies and procedures for DGWS national intercollegiate championships; and sanctioning information. A schedule of 1971-72 championships in the following sports is included: badminton, basketball, golf, gymnastics, swimming and diving, track and field, and volleyball. This booklet replaces the earlier *Procedures for Women's Intercollegiate Athletic Events*, which is no longer available. 1971. 32 pp. (243-25228) $1.50. No discount on quantity orders.

Try A Little Slow Pitch

CAROL J. SMITH

Carol Smith received her B.S. and M.S. degrees from Indiana University, Bloomington. She played in several A.S.A. National Women's Slow Pitch Softball Tournaments and is currently teaching at Metcalf Laboratory School, Illinois State University, Normal.

There is a thrill in playing a good game of softball, whether it is fast pitch or slow pitch. Slow pitch is an action game from the first pitch to the last out because the player at the plate is a hitter, not just a batter. She has the opportunity to "beat on the ball" and if she is skilled in place hitting, she can direct the 12-inch ball to an open area somewhere between the foul lines and the outfield fence. Getting a hit is a difficult task, however, as infielders and outfielders specialize in the skills of running, catching, and throwing. An aggressive, capable fielding team stimulates a feeling of security in its pitcher by transforming what appear to be well placed hits into outs. An analysis of the two games reveals that they are both challenging and basically very similar in the way they are played.

However, there are four major differences between fast pitch and slow pitch softball. These differences are:

1. Pitching – The ball must be arched as it is delivered at a moderate speed.
2. Batting – No bunting is allowed.
3. Baserunning – No base stealing is allowed.
4. Players – The tenth player is the short center fielder.

Pitching

In fast pitch softball the infielders and outfielders generally rely on the pitcher to get the batter out through either a strike out or a poorly hit ball. Since strike outs seldom occur in slow pitch softball, the players are alert to completing the plays and retiring the side themselves.

Pitching regulations for slow pitch require that the pitcher present the ball in front of her body while having one foot on the pitcher's plate. The ball is then delivered at moderate speed on the first forward underhand swing of the arm past the hip. Before the ball reaches the strike zone, which is between the batter's shoulders and knees, it must have traveled through an arc of at least 3 feet, and ascended no more than 10 feet above the ground. Many experienced pitchers will try to control the ball so that it reaches the maximum height close to the batter and descends across the plate even with her

back shoulder. This strategy often results in the "hancuffed" batter hitting the ball up into the air where an easy out can be made.

Besides trying to cut the corners of the plate in delivering the ball and varying the height of the arc on successive pitches, the pitcher in a slow pitch game often enhances her effectiveness by causing the ball to spin in different directions – forward, backward, or to the side – as it approaches the batter. The speed and height of the pitch are judged by the umpire who will call a ball on a pitch that has too little or too great an arc, or give a warning if the pitch is of excessive speed.

Batting

Because the rules prohibit bunting in a slow pitch game, the hitter must always take a complete swing at the softball. There is no third strike rule in slow pitch, nor is the batter given first base if a pitched ball should happen to touch her.

Baserunning

If a pitcher would like to walk a batter, she informs the umpire and the girl is awarded first base automatically. Once a player has been walked, she must maintain contact with the base until a pitched ball reaches the home plate. She may proceed to the next base when a ball is hit into fair territory.

Players

Usually, if the ball goes behind second base in the infield, it will be fielded by the tenth player, the short center fielder. This versatile player has the opportunity to get the runner out at first with a quick, accurate throw. She is in an excellent position to assist in making some double plays and often times is the player who takes the relay throw from an outfielder near the fence and whips the ball to the catcher. Several situations during the game may call for her to serve as a fourth outfielder by changing her position and playing right or left center field if a power hitter comes to the plate.

With the exception of the four points mentioned earlier, slow pitch and fast pitch softball are very much alike. Whether the ball is fired across the plate in fast pitch, or lobbed to the batter in slow pitch, the name of the game is *softball.* Offensive strategy involves getting on base and scoring, while defensive play involves making outs and eliminating runs. Both games require 60 feet for base paths, 40 feet for pitching distances, and seven innings of play. Other similarities include uniform styles, use of coachs' signals, type of equipment (12-inch ball), scheduled league games, and sponsorship of national tournaments by the Amateur Softball Association of Amer-

ica. Over 50 highly skilled teams from across the United States compete each Labor Day weekend for the National Women's Slow Pitch Championship. Additional information may be obtained by checking the official rules of the International Joint Rules Committee on Softball.

For thousands of girls and women, slow pitch softball is an exciting amateur activity that can be played for fun, exercise, and personal satisfaction. Individuals need to be ready physically and mentally for the long season of balls and strikes, hits and outs, wins and losses, sad moments and pleasant memories. Join them. Give slow pitch a try and really play ball.

Tenth Man Theme

CAROL SCHUNK

Carol Schunk received her B.S. and M. Ed. degrees from Miami University of Ohio, Oxford. She is currently an assistant professor in physical education at the University of Cincinnati and a member of the 1972-74 DGWS Softball Committee. She has 25 years experience as a player-coach in slow pitch softball, and has coached players that have played on World Championship teams.

Slow pitch softball is primarily a game of hitting because the ball comes in slowly. It is easier for a batter to place hit the ball through the middle or "in the hole." Thus, a tenth player is needed on defense to cut off these hits.

The fast pitch game was modified with the intent of shifting the skill emphasis from pitching to hitting and fielding. Therefore, the ball was pitched with an arc to make hitting easier, and another player was added to the team to complete the defense. Slow pitch was at first intended as a recreational game for the average or less than average skilled fast pitch player, but has become a challenge to the highly skilled as well.

Positioning as an Infielder

In softball, the beginner (fifth or sixth grade girl) is best taught to play the tenth position as a part of the infield. The hitting power of this age group lends itself to using a five player infield. Lack of strength in the wrists and shoulders causes most hits to be ground balls or line drives.

Because she is only three feet behind second base, it is advisable to teach the short center to cover second on all infield plays (Figure 1). In beginning situations, many outs are made at second base. As the tenth player develops, she can be taught to back up the play of the short stop or second baseman and then move to cover the base.

Some skilled teams will also use their tenth player as an infielder. These teams have the game down to a science and have studied their opponents' hitting and baserunning habits. When a team has an opponent with fast baserunners, its best chance to make a double play is to move the tenth player close to second base so no time is lost waiting for the second baseman to get to the bag for the tag and spin for the throw to first. A skilled team may also know an opponent's habit of getting base hits through the middle, and use the tenth player to close up the opening. As a result the three outfielders must

have great speed to cover "Texas league" hits and close the gap between fielders.

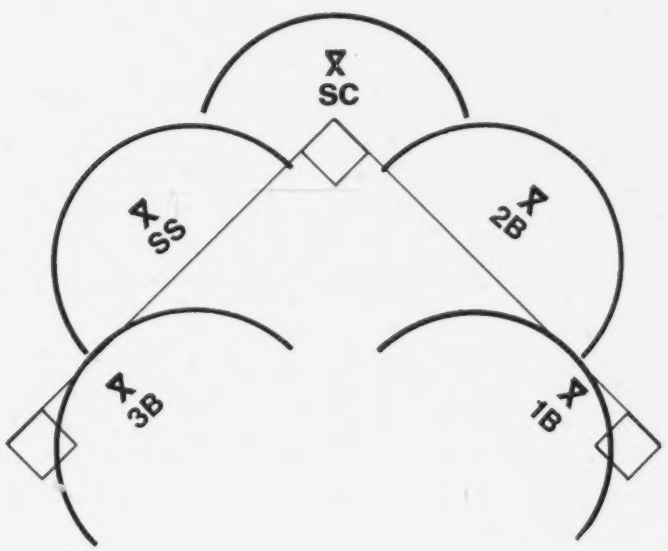

Figure 1. Position of tenth player as an infielder.

Positioning as an Outfielder

In leagues using long ball hitting, the tenth player is moved to the outfield. A skilled team in such a league is willing to give up the single in order to cut off the extra base hit. The tenth player is moved to the right or left of the center fielder and has the characteristics of an outfielder (Figure 2).

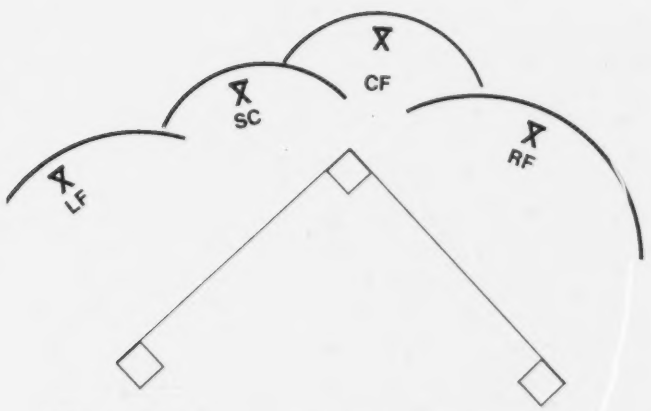

Figure 2. The tenth player as an outfielder (right-handed batter)

Positioning as a Rover

The tenth player is usually used as a rover (Figure 3). The short center fielder plays to the shortstop side of second base when right handed batters are up and to the first base side when left handed batters are up. The second baseman or shortstop covers second on double plays and throws from outfielders. The short center backs up these two players and closes up the gap behind second base. This is generally a good positioning rule for recreational leagues where each team is played only once.

In skilled leagues, it is the responsibility of the short center to watch the opposing team in batting practice and to remember hitting habits. She should take this knowledge to the field with her and position herself accordingly as each batter comes to the plate. She may play one batter close to second base and the next as an outfielder. This calls for a skilled individual in this position.

Characteristics of the Short Center Fielder or Tenth Player

The short center fielder must be the most versatile player on the field. She should have good infielding qualities – quick hands and strong, hard throwing – and she should have the speed of an outfielder. Probably the most outstanding characteristic of this player is the ability to sense the position of the players on either side and behind her and to cooperate with these players in covering the area.

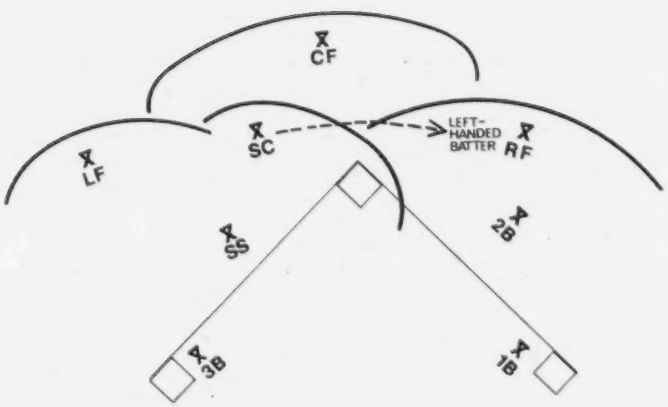

Figure 3. The Tenth player as a rover (right-handed batter). Dotted line is for a left-handed batter.

It's Catching!

JILL HUTCHISON

Jill Hutchison received her B.S. degree from the University of New Mexico, Albuquerque, and her M.S. from Illinois State University, Normal, where she is currently an instructor and softball coach. At present she is the Illinois State Officiating Coordinator.

Probably the most desired, and yet the most feared position in girls softball is that of catcher. It offers the excitement of constant active involvement in the game, while imposing the threat of a swinging or flying bat, a missed ball, or a determined base runner. The catcher protects the most vital of all bases, home plate, for at no other base can an opponent score a run. She also covers plays at other bases, determines defensive strategy, and helps to set the emotional tone for her own team. In addition to these duties, the catcher assumes the well-known role of the "other half" of the battery. How, then, can one acquire the traits which are characteristic of a skilled catcher?

Many catchers are so frightened of a swinging bat or a fast pitch that they position themselves so far behind the catcher's box that they are ineffective. Beginning catchers should first be impressed with the importance of protective equipment, particularly the catcher's mask and chest protector. The mask and chest protector contribute as much to a beginner's self-confidence behind the plate as the successful catch of a difficult pop foul. The necessity of adequate protective equipment cannot be minimized regardless of how experienced or skilled a catcher might be.

Once a catcher, properly protected, has developed enough confidence to position herself with 10 feet behind home plate, she is ready to attack the next hurdle. Perhaps the most difficult skill for the beginning catcher is the ability to concentrate on the flight of the ball from the time it leaves the pitcher's hand until it is hit or caught. It is difficult not to blink as the bat swings only inches from the eyes. However, forcing the eyes to focus only on the ball is a mark of a successful catcher.

The faster and more accurate the pitch, the easier the catcher's job is. However, with beginning softball pitchers who may be inaccurate, the catcher must be in a position to move quickly and unexpectedly. Thus, the catcher's stance merits further consideration.

The stance is important for two reasons: first, to help block poor, low pitches; and second, to allow the catcher to move quickly in any direction for pop fouls, covering, and bunts. A good catcher carries

her weight forward, on the balls of her feet, rather than under her as in a sitting or kneeling position. Supporting the body weight with the thighs as well as the feet prevents the catcher from resting her hips on her heels or calves. Also, keeping the heels of the feet as close together as possible may often stop or slow down low, difficult pitches that otherwise roll between her feet.

In addition to the mechanical and technical aspects of catching, there are strategies and teamwork which make good catchers into great catchers. The experienced catcher is the quarterback of her team, constantly attempting to outguess the opponents. Knowing the strengths and weaknesses of each batter, the pitcher, and her own defensive team, the catcher is able to call for the correct pitch each time. However, calling for the correct pitch is perhaps the most difficult task for any catcher. Each specific pitch is determined largely by the batter. It is important to know what type of pitch each batter hits well or poorly, which batter is a pull hitter (hitting the ball deep along third base line), which batter may bunt, or which batter may be a power hitter (hitting to the deep outfield). These questions can only be answered after watching the opponents carefully. When it is impossible to scout the opponents in another game situation, it may be useful for the catcher to scrutinize closely each opponent's practice swings, and first time at bat.

Some general guidelines may be useful to the catcher who is inexperienced in calling for specific pitches. For example, it is difficult for a pull hitter or a power hitter to receive full force from the bat if the ball contacts the bat near the handle. This shortens the lever and lessens the resultant power. Therefore, a pull hitter or power hitter is much less effective if she receives a *jamming* (inside) pitch. Likewise, it is more difficult for a right handed batter to hit an inside pitch to right field than an outside pitch to right field. The handle of the bat moves through the arc of the swing sooner than the belly of the bat, thus making earlier contact with the ball. These basic principles will hold true until the opponents begin to adjust to various pitches. Again, it is the duty of the catcher to be alert to each batting adjustment.

After having faced a pitcher once, batters may adjust to certain pitches or attempt to place hits. Batting adjustments may be accomplished in three ways, all of which should be familiar to a catcher. The batter may open or close her stance to hit the ball to left or right field respectively. This same principle is applied when the batter steps either toward or away from the plate as she moves into the hit. However, a low outside pitch is usually difficult to hit by a batter who is using an open stance or is stepping away from the plate, just as a low inside pitch is difficult for a batter with a closed stance or for one who is stepping toward the plate. The third means by which a batter may adjust her swing involves timing. By swinging

a fraction of a second later than normal, a batter may place a hit into right field rather than center field. Adjustments in timing are only used by highly skilled batters.

Once the catcher determines what pitch to call for, she must communicate her decision to the pitcher. Two types of signals are most common. The various pitches may be designated by special signals with the hands, or signals may be called by merely moving the glove to the desired position of a pitched ball and thus allowing the pitcher to aim at the target. Regardless of which method is used to call pitches, the decision is subject to the desires of each batter and may vary considerably. However, the selection of pitches by any catcher is only limited by the ability of the pitcher.

As previously mentioned, a catcher is as much a part of a good team as any other player on the field. A catcher must attempt to back up plays by her teammates. Specifically, the catcher is responsible for covering plays at first and third bases. A frequent error in softball occurs when an infielder fields a difficult hit and attempts to throw a baserunner out at first base. An alert catcher is on the move when the ball is hit to position herself behind first base to protect against an overthrown ball. Likewise, the catcher can cover throws made to third base when necessary.

The catcher is, of course, primarily responsible for plays made at home plate. Covering home plate may require that the catcher position herself in such a manner that she can catch the ball and tag the runner out all in the same movement. However, it is of prime importance that a catcher be coached to play the ball first rather than the base – just as any other infield player. Playing the ball first prevents other base runners from advancing if a ball is missed or overthrown.

Although is is usually thought that a catcher's greatest asset is her glove, the importance of a catcher's arm cannot be underestimated. A good base runner is on the move as soon as the ball leaves the pitcher's hand. This, coupled with the swing of the bat forces the catcher to wait for the ball and thus gives the base runner a definite head start. To successfully prevent a steal, the catcher must have an accurate throw as well as a quick release. A good peg reaches a baseman approximately calf high and on the side of a approaching runner. A high peg can mean the difference between a successful steal or an out.

It should be obvious that the duties of the catcher are far more extensive than just playing catch with the pitcher. Just as a football quarterback directs his team, so must a softball catcher direct her team. Through proper enthusiastic teaching and coaching techniques, catching can become the most desired, rather than the most feared position in softball. The only limitation to an enthusiastic learner is her ability and the interest of the teacher!

Tips for the Beginning Pitcher

FERN GARDNER

Fern Gardner received her B.S. and M.S. degrees from Utah State University, Logan. She is a pitcher for the Utah Shamrocks softball team which has been the Utah State Champion and Rocky Mountain Regional Champion. She has been selected most valuable player in state and regional tournaments. She is presently an instructor at Utah State University.

Several basic skills should be emphasized in teaching beginners to pitch. There are different grips for different pitches, but the beginner should be taught one grip until she is ready to learn a new pitch. A three fingered grip across the seams is good for the beginner, and will help to impart more spin to the ball (Figure 1 and 2).

Figure 1. The three-fingered across the seams grip for a left-handed player.

Figure 2. The three-fingered across the seams grip for a right-handed player.

Positioning of the Feet

The positioning of the feet on the mound should be emphasized. Most girls have a tendency to stand with their feet together. This should be discouraged, and a wider stance encouraged. The feet should be at least shoulder width apart with the right foot forward for right handed girls, and the left foot forward for left handed girls. This will help to eliminate the extra step they want to take as they start their motion.

Windup

Of the many methods of delivering the ball, there is no proof that any one is better than any other. The methods to be considered are the windmill, the sling shot, and the figure eight. Let a beginner use the one she prefers and is the most natural for her. After she has made her choice, she must work to perfect the delivery. If the girl cannot make up her mind, start her with the sling shot. She should not keep changing from one to another.

Delivery

As the back swing is started, the shoulders should rotate so that the opposite shoulder from the throwing arm is pointed toward the target. On the forward swing the shoulders rotate, and the step and arm motion go towards the target together. The ball should be released just as the arm passes the hip, and the hand should be rotated outward so that at the end of the follow-through the palm is facing upward. After the ball has been released, the trailing leg should leave the mound and come forward so that the player is in position to field the ball. Younger girls want to leave their back foot on the mound, and as a result, have a very poor follow-through. If they get in the habit of dragging their trailing leg, it will help them come off the mound better.

After learning the basic fundamentals of pitching, the girls should start practicing. The beginning pitcher will find practicing delivery without a ball very helpful. If she will practice this about 10 minutes every day, her delivery will become very easy and natural. One reason this method is effective with young pitchers is that they do not worry about throwing balls and strikes. They are only concerned with getting the motion and the step off the mound perfected.

When the pitcher throws a ball, her first concern should be control. Throwing at a target drawn on a wall with chalk or marked with tape will help her develop accuracy. This target should be about 3 feet long and 17 inches wide, similar to the strike zone.

As her control develops, she should try to gain speed. This may be accomplished by speeding the whole pitching motion; more body rotation and more wrist snap will put speed on the ball.

It should be impressed on the beginning pitcher that pitching on game days is not enough. She should practice at least three times a week for 15 minutes. When she is first beginning, she should practice every night.

These ideas for pitching may seem very elementary, but for the girl who has never pitched before, the basics are essential and will be helpful in getting her started pitching correctly.

Strategy for Playing Third Base

BILLIE J. MOORE
VIRGINIA SCHEEL

Billie Moore holds a B.S. degree from Washburn University, Topeka, Kansas, and a M.S. degree from Southern Illinois University, Carbondale. Presently, she is assistant professor of physical education at California State College, Fullerton. She has 12 years of national softball experience.

Virginia Sheel received her B.A. degree from La Verne College, La Verne, California, and her M.A. degree from California State, Los Angeles. Currently, she is doing graduate work at the University of Southern California, Los Angeles.

Basic Prerequisites

An important prerequisite to developing an effective third base strategy involves the ability to throw with better than average speed. This is facilitated by developing a strong and accurate throwing arm. An individual must develop correct positioning in relation to her level and playing ability in order to implement any strategies. For example, playing too close to home plate to compensate for a weak throwing arm or slow reaction time will not allow as much range or time to play a ball hit hard down the third base line. In this instance, the most effective means for covering the third base line area is by using the backhand (Figure 1). The use of the backhand will increase your mobility around the third base area. It will allow you to play certain ground balls that are hit toward the shortstop position.

Another important point in playing third base is to keep the ball in front of you. When you are attempting to play a ball that is fumbled, recover the ball and try to get the runner out. If you have kept the ball in front of you and the ground ball is fumbled, make every attempt to maintain control and avoid a throwing error.

Throws executed from third to first base should be automatic and as routine as possible. A player must continually practice so that each throw is as efficient and effective as possible.

Basic Strategy

An absolute must for any defensive strategy at third base is to be constantly alert and aware of the immediate situation at hand. Your first objective is to anticipate the outcome of any given situation. For example, within any given play situation evaluate the options available and decide which are most likely to be used. Be aware of

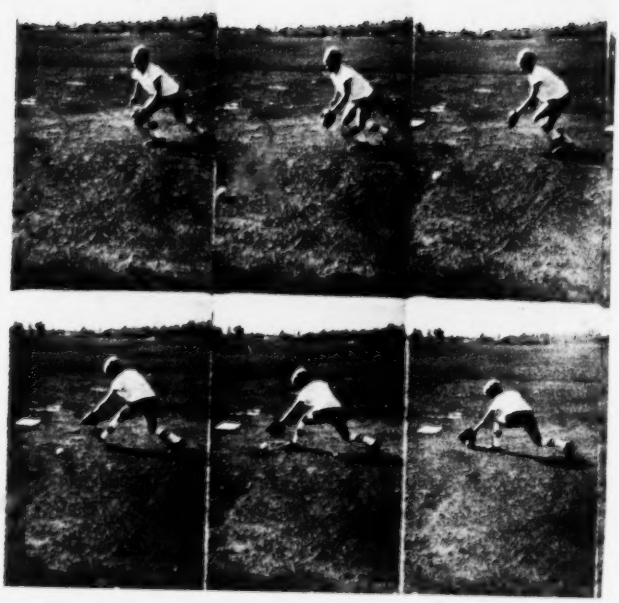

Figure 1. Covering third base by using backhand.

the number of outs and the options the runner on base might take to score or advance her position.

Some basic situations involve a runner on first, an attempted sacrifice situation, and an attempted bunt for a base hit. With a runner on first, always be alert to the possibility of a double play and make your play on the lead runner. In order to execute this play more effectively, quickly field and throw the ball in one movement (Figure 2).

On an attempted sacrifice when the play is to be made at second base, you should field close to home plate. Again, if you anticipate the play situation, your starting position should be much closer to home plate, enabling you to make the play at second base.

One of the most difficult plays involves the attempted bunt for a base hit. A good clue to remember is to be very observant of every

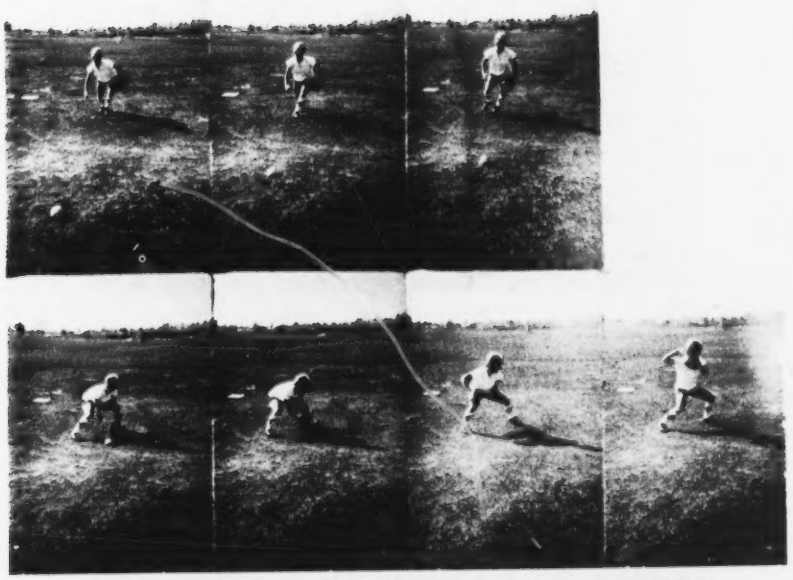

Figure 2. Fielding ground ball in position to make throw to second base.

hitter. Many will reveal signs that an attempted bunt is in the making. Probably the most important factor in predicting a bunt is to know your opponent's weaknesses and strengths and to be constantly alert to all available clues.

Fielding the Ball

The third base player must be able to field a ball effectively. When fielding a ground ball, watch it closely and play the ball so it can be fielded immediately after the peak of a bounce or just as it leaves the ground on the beginning of a hop. This again depends on your position before the play commences (Figure 3).

A rule of thumb would be to play the position that allows you to cover the most situations effectively. Also, correct positioning of the body when fielding the ball is very important. The ball should be fielded in front and to the outside of the forward foot. The body

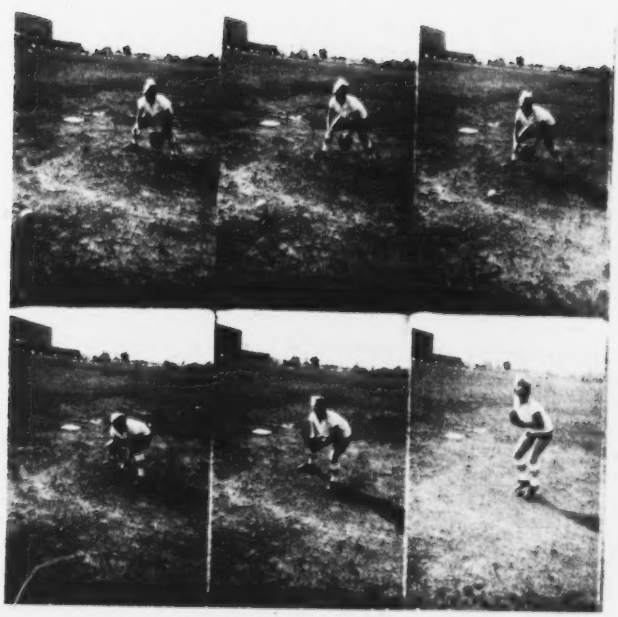

Figure 3. Fielding position.

should be in position to complete the play quickly. Also, fly balls hit to your area must be covered.

Remember, as the game progresses, fielding positions and situations may become crucial points in the game. Cover your third base line closely, especially if the score is close. An extra base hit might cost your team the ball game.

An effective third base player needs to fully understand what her limitations are. Practice is not enough to effectively utilize the strategies that are needed. Each player needs to work constantly to improve her skill and her understanding and use of basic strategies. It is important that each practice includes challanges which help her to improve techniques and increase her playing ability.

Tips on Infielding

JANICE R. WILSON

Janice Wilson is currently on the staff at Fort Lewis College, Durango, Colorado. She received her B.S. degree from Slippery Rock State College, Slippery Rock, Pennsylvania, and her M.A. degree from Kent State University, Kent, Ohio.

Along with teaching and practicing the fundamental physical skills of softball, we must challenge our students' mental abilities. A student who can catch and throw but does not know what to do with the ball when it comes to her is of little value as a player.

Basic Strategy

Listed below are a few fundamentals of defensive softball.

1. Every team should, at all times, know the exact score, the number of outs, the count on the batter, and most important of all, the positions of the baserunners.
2. Before the ball is pitched, each girl should think through what she will do if the ball is hit in her direction. It may be helpful for beginning teams to have one knowledgeable girl call out loudly the number of outs and the most probable play to be attempted in a given situation.
3. With less than two outs, a play should be made on the lead runner when possible.
4. With two outs, make the easiest third out possible.
5. Communicate with one another. Call for the ball.

Who Takes It?

There are times when two players have an equal opportunity to catch a fly ball. On pop-ups near home plate or the pitcher's mound, for example, it is better for an infielder to catch it. On a fly ball between the infield and outfield, it is better to have the outfielders take it since they are moving in on the ball.

The Double Play

The double play situation is muffed many times because someone was not mentally alert. One of the best ways to prevent this is to set up double play situations during your practice situations. Try these!

1. *Situation.* A runner is on first and a batter hits a grounder to the first baseman.
   Play. First baseman tags the runner first, *then* the base, thus making a double play. If she tags the base first, the batter is out,

but the runner may advance to second base or return to first base safely, if she is not tagged.

2. *Situation.* A fly ball is caught.
   Play. If the runner leaves the base before the catch, the fielder should throw the ball to the base the runner just left. If the runner leaves after the ball is caught, the fielder should throw the ball low toward the base to which the runner is advancing. If possible, the baseman should straddle the base to force the slide and tag the runner with the back of her glove to keep from dropping the ball.
3. *Situation.* A runner is on first and a grounder is hit to the second baseman.
   Play. The second baseman throws an underhand whip toss to the shortstop who is covering second. She, in turn, throws to first base. This same play is used when a ball is hit to the shortstop, with the second baseman covering her bag.

Additional Pointers

Softball is sometimes thought of as a game involving little running except for base running or chasing balls. This may be true with inexperienced ball teams, but if the game is played on a more sophisticated level, it involves a great deal of running and cooperative effort to keep the bases covered. Softball should be more of a team effort than when each player is only responsible for her own position. Here are some hints which may give your team that extra help in winning the big game.

1. If the catcher misses the third strike ball, she must remember to throw or tag the batter out when there are two outs, or with less than two outs, when first base is unoccupied.
2. The catcher should always back up the first baseman when a double play is started at second base or when there are no runners on base and a slow grounder is hit to the second baseman or shortstop.
3. In the event of an attempted double steal by runners on first and third, the catcher should try to prevent the runner on third base from scoring before worrying about the player trying to steal second. A good play might be to have the second baseman move up to the baseline to catch the ball. If the runner from third goes home, the second baseman immediately throws the ball back to the catcher. Otherwise, she tags the runner, if the runner is slow or trying to draw the throw.
4. Consider intentionally walking a powerful batter when there are runners on first and third, less than two outs, and a weak hitter is on deck.

5. When a runner is moving toward first or third base, and the baseman has been pulled away to catch the hit ball, the second baseman or shortstop respectively should cover the base for her.
6. The pitcher should cover home plate on wild pitches and over throws when the runners are in a scoring position.
7. If a fast runner, but weak hitter, is at bat with less than two outs and runners are on base, anticipate a bunt. The pitcher, first, and third basemen should move in and the second baseman should cover first base.
8. Be ready to tag the runner who over runs second or third base.
9. When the catcher signals for a pitch-out, the second baseman should acknowledge the signal. At the start of the pitch she covers her base for the pick off.
10. Check the baserunners after a foul fly ball is caught. Forgetting to do so may cost your team a run and, perhaps, the ball game.

In order to field a good team it is necessary to have players who are skilled in pitching, catching, fielding, throwing, and batting. However, when these skills are combined with mental alertness, the desire to win, and good sportsmanship, you are well on your way to a winning season.

Run Your Way to Victory

DOT DOBIE

Dot Dobie received her B.A. degree from the University of Puget Sound, Tacoma, Washington; her M.Ed. degree from Oregon State University, Corvallis; and her M.S. degree from Washington State University, Pullman. She was a member of the 1964 World Championship team and has been named to several all star teams. At present, she is teaching at Marylhurst College in Oregon. A member of the 1972-74 DGWS Softball Guide Committee, Dot Dobie will serve as chairman of the 1974-76 DGWS Softball Guide Committee.

Be daring, be alert, gamble, do the unexpected – these are the key phrases describing good baserunning. However, they do not say "be foolhardy". Remember, 99 percent of baserunning is the responsibility of the runner, a coach cannot do the thinking for her. The good baserunner will make her own breaks by thinking ahead, gambling on the extra base, and reacting immediately to the slightest hesitation or error in defensive play. This is the type of play that not only wins the game, but adds color and excitement for the spectator.

The baserunner must develop several skills: quick take off, quick stop and return, good reactions, and sliding. The good baserunner is always thinking a base ahead, trying to draw a throw, and generally daring the defensive player to play on her. Some of these skills will be briefly discussed so that the baserunner's role may be better understood.

Hitting

On the infield hit, the batter runs straight to first (outside the base line), but will pull up quickly in case of an overthrow. During the flight to first base, the runner watches the first base coach for such information as, hurry, hold up, or take a turn for second.

The single, or base hit, requires the batter to move quickly toward first base. Approximately two thirds of the way down the base path, the runner takes a slight turn away from the field to facilitate an efficient rounding of the base. (Her left foot should be used for the tag to prevent a change in stride.) Then the runner continues on toward second base, watching the ball. If it is necessary to stop after rounding first base, she should try to draw a throw and be prepared to go on to second if a fielding or throwing error occurs (Figure 1).

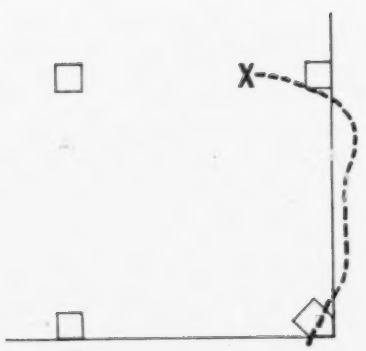

Figure 1. Runner's path on a base hit.

Doubles and triples should be run the same as a single. Make sure that there is a cut out (the four to six foot deviation away from the usual running path), before each base so that the turn can be executed more efficiently. As the runner rounds second or comes to third, she should watch the base coach if the ball is behind her. Once again, she should be prepared to take advantage or any fielding, throwing, or mental errors made by the fielders (Figure 2).

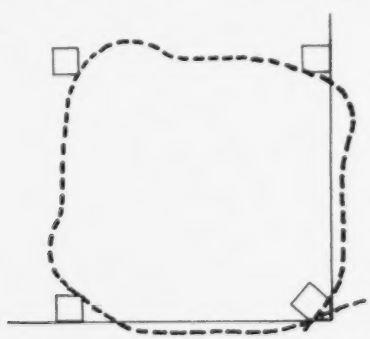

Figure 2. Runner's path for circling the base.

Stealing

Once a batter gets on base, her ability to rattle the defense will determine how successful she will be in advancing around the bases. She must be ready to take advantage of every hesitation, mental lapse, or mistake, as well as react quickly to each situation and draw throws.

The lead off from a base should be executed exactly the same way on each pitch, no matter what the runner intends to do. By leading off the same way, the player will not tip the defense and prepare them for a steal, bunt, hit and run, or sacrifice play, which may be the offensive strategy. Using a rockaway start gives the base runner an opportunity to gain momentum before she actually leaves the base. (To execute the rockaway start, the base runner places one foot on the bag with the toe contacting the ground and pointing in the direction of the next base; in this way the base may be used as a starting block. The other foot is one step behind the bag and pointing directly toward the next base. This puts the runner in a semi-crouch starting position, for greater recoil or a quicker start. The runner must time the pitcher's action so that she has taken a step and her foot is leaving the base as the pitcher releases the ball.)

Figure 3. Runner's ready position for the rockaway start.

Figure 4. Runner's position as pitcher releases the ball.

A good base runner will leave the base as soon as the ball leaves the pitcher's hand and will appear to be going to the next base. She will get away from the base quickly, and be prepared to come back quickly. If necessary, she will draw a throw but not get picked off, then go back into the base away from the throw and make herself small! If the ball is fumbled, she will go! One who hesitates is lost! She will watch the ball at all times and be ready to take advantage of an error on the throw back to the pitcher or the opportunity of a delayed steal.

Sliding

When stealing or going for the extra base, sliding is a necessity. On a throw to the base, the slide should be to the side or corner away from the ball and baseman. The player should stand up immediately and be prepared to go to the next base if there is an error on the throw. If the play is going to be close, she should slide. One cannot take a chance on being put out. Once a player decides to slide, she cannot hesitate or change her mind. This is when injury will occur.

The hook (or fade away) and the straight slides are the most common slides used. If the runner remembers to flatten out as she goes down, there is little chance of receiving a slide burn. For most base runners, the slide is an automatic reaction to the visual perception of the action on the field.

Figure 5. Straight Slide.

Figure 6. Hook Slide.

Here are some points for the baserunner to remember:

1. Watch the base, not the ball. (This refers to the batter or baserunner that continually watches the ball even though it may cause inefficient progress to the base she is attempting to reach. She must keep her head facing in the direction of her movement.)
2. Watch the runner ahead; do not run her off the base.
3. Look at the third base coach when rounding second if the ball is hit to the right side of the diamond.
4. Consider the throwing ability of the outfielders.
5. Always run outside of first and third base lines.
6. Play it safe with none out; take a chance with one out.
7. Run behind the player fielding a ball in the baseline. The defense has the right of way.
8. With runners on first and third, do not run into a tag at second base – play for the runner on third to score – draw the fielder's attention.
9. On a three or two count with two outs, go with the pitch.
10. Stay on the base until the umpire declares an out or rules the ball a foul.

Remember – do the unexpected. A player *never* takes her eyes off the pitch or field of play. Be alert 100 percent of the time to take that extra base.

Good luck – baserunning is challenging and fun!!

The Confident Official

MYREEN LOVELESS

Myreen Loveless is currently teaching at the University of Nebraska, at Lincoln. She earned her B.S. degree from Brigham Young University at Provo, Utah, and her M.S. degree from Texas Women's University at Denton. She is currently softball chairman for the Lincoln Board of Women Officials.

Officiating softball requires more than being able to play the game. It involves knowing, accurately interpreting, and enforcing the rules. Rules must be studied thoroughly enough so that instant decisions can be made correctly and with consistency.

Qualities

A confident official possesses certain personal qualities of which politeness, courage, flexibility, and emotional stability are the most important. These traits enable the official to maintain control of the game and good rapport with the players and the spectators. The individual who wishes to be a successful official will continually strive to improve her officiating. It is to be emphasized that confidence in officiating is not inherent; it is developed by the application of knowledge of the rules through practice in a game.

Other personal qualities the ideal official should possess are good judgment, consistency, and fairness. A good official maintains a dignified image without any trace of pompousness. It is important for the official to gain the respect of the two opposing teams. The best way to earn this respect is to do the job well.

Knowledge

The main responsibility of an official during a game is to conduct the game as professionally and efficiently as possible. This is accomplished, in part, through announcing the decisions clearly, quickly, and with confidence. In order to do this, it is essential to have a thorough knowledge of the rules.

When an official is not certain of specific rules, a study sheet or flash cards should be made to practice with in each area of difficulty. Some rules such as the third-strike rule and the infield fly rule, are especially difficult to learn. The study sheet should list the situa-

tion, the rule reference, and the effect on the batter or the baserunner. One of the best ways to learn the rules is to make use of the DGWS *Guide* Rules Summary section on page 157. This chart gives fast reference to the rule for each situation. Another useful technique for beginners is to underscore the rule book. This method not only helps an official learn the rules, but also helps her locate them instantly. Certain situations, such as the appeal play and protests, occur so infrequently that the official rule may be forgotten.

Practice

Good officiating is developed through many hours of practice. A novice may find it beneficial to begin as a spectator and observe a qualified official. During this observation, the novice may practice making judgments and calls to herself and comparing her calls simultaneously with the umpire's. The next step would be to officiate practice sessions and intramural games. Many public school teachers are delighted to have apprentice student officials. Colleges and universities also provide opportunities to officiate intramural games and offer special classes where the techniques of officiating are studied.

The satisfaction of doing a job well helps to build an official's morale. Various techniques may be employed in the learning experience. Common difficulties encountered by the novice official include trouble with the hand signals, tone of voice, and speed of the decision. The following methods may be employed to overcome these difficulties:

1. Work with a partner, evaluating one another's calls.
2. Work with an instructor or a qualified official. Individual instruction is one of the best ways to learn to officiate.
3. Work in front of a mirror, using self-evaluation.
4. Use a tape recorder. The voice should be clear and loud enough to be heard in the outfield.
5. Use a video trainer television camera. This provides an opportunity to make critical evaluations of practical skills. These cameras may be available to the public school teachers as well as college teachers. They are well worth the time and effort it may take to locate and use them.
6. Use a movie camera. This medium provides an excellent opportunity to determine the speed of decisions. Films are especially useful when they can be viewed in slow motion.

Evaluation

Constant re-evaluation is essential in developing desirable officiating techniques. This should include both self-evaluation and that done by other, more experienced officials. This is particularly important for the beginning official in order to prevent the formation of undesirable habits.

A competent official will continually strive to improve her officiating. The following basic suggestions will promote improvement.

1. Listen, and look at the play being called. Many decisions must be based on a combined reaction to sight and sound.
2. Speak clearly and loudly so that everyone can hear the call. Avoid softball jargon.
3. Give the correct hand signals and indicate fair and foul balls immediately. Keep track of the number of strikes and balls. State the complete situation before every pitch is delivered. Give the entire call, "Two balls and two strikes," rather than stating, "Two and two."
4. Assume a position which allows good observation of the play. Learn to keep both eyes focused on the ball even if it may hit the body.
5. Do not obstruct the catcher from making a play. Be prepared to move out of the line of throw for any potential overthrow.
6. Cooperate with the other official.
7. Avoid socializing with the players or the spectators.
8. Always be aware of the runners on base and the number of outs. Anticipate and be prepared for the upcoming play.
9. Encourage the teams to move quickly on and off the field.
10. Be friendly but firm, and above all, be consistent.

Ratings

Written and practical examinations must be passed in order to receive an official rating in softball. More specific information is listed in the DGWS *Guide* under the section "Standards for Official Ratings" on page 86.

During the practical examination there are two or three examiners present. The number of examiners and their ratings vary, but the most common and preferred practice is to have three National officials acting as examiners. Each candidate is observed for at least 2½ innings as base umpire and 2½ innings as plate umpire. All pre-

Judge _____

Date _____

SOFTBALL PRACTICAL RATING SHEET

Examinee _____ Score _____ Examinee _____ Score _____

Comments	Checking	Act. Score	Max. Score	AS PLATE UMPIRE	Max. Score	Act. Score	Checking	Comments
			5	Preliminaries Field, equipment Ground rules checked & explained Instructions to base umpire, scorer	5			
			40	Decisions regarding: Pitched balls– balls, strikes, illegal pitches Batted balls– fair, foul, fly infield fly, ball hitting baserunner Safety of runners at 3rd, home, interference Safety of batter	40			
			5	Position	5			

AS BASE UMPIRE

			25	Decisions regarding: Safety of runners at 1st, 2nd, interference	25			
				Safety of runners Appeal plays				
				Illegal pitches Shared with plate umpire				
			10	Position	10			
		GENERAL LANDING OF GAME – BOTH POSITIONS						
			3	Signals	3			
			2	Speed of Decisions	2			
			2	Coop. with other umpire	2			
			5	Manner in regard to effect of game	5			
			3	Appearance	3			
			100	TOTAL	100			

Figure 1. Rating sheet used by examiners during practical examination.

liminary requirements to the playing of the game should be witnessed by at least one of the examiners. After the written and practical examinations are completed, results are discussed with the candidate. Constructive criticism and evaluation are given.

To receive a National rating, three National officials acting as examiners must be present. The minimum practical grade is 85 points out of a possible 100 points. The minimum written grade is 82 points out of a possible 100 points. The minimum average grade for both the theory and practical examinations is 85 points. Once obtained, the rating is good for two years. The recommended remuneration for a National official is $6 plus traveling expenses for a single game.

Figure 1 (pp. 52-53) shows the rating sheet which is used by the examiners during a practical examination.

Summary

In becoming a softball official there are many things to consider:

1. Do you possess good judgment, consistency, and fairness?
2. Can you establish good rapport with the players?
3. Do you have a thorough knowledge of the rules?
4. Do you continually re-evaluate your own officiating performances?
5. Can you pass a written and practical examination?

Since a beginner does not have the finesse and assurance of a skilled person, she must be prepared for hard work, diligence, and practice. When the rules have been learned and the techniques become automatic, then the level of confidence will increase.

Lead Up to Softball

CHARLEEN J. KAHRE

Charleen Kahre is an assistant professor at Adams State College, Alamosa, Colorado. She received her B.S. degree from the University of Omaha, Omaha, Nebraska, and her M.A. from Adams State College. She has coached and taught softball for four years in the Colorado area.

How can *all* students share in a competitive game situation and still learn the basic skills? This is a question asked by many physical educators when they begin to plan lessons in softball. The answer is to use lead up games. These games involve fundamental skills and rules that girls can learn easily. The modified games should progress to more complex activities that utilize advanced techniques.

Selection of Lead up Games

A high level of interest will be maintained if the girls enjoy what they learn and play. Therefore, these objectives should be used when selecting lead up games.

1. They should not replace drills but should incorporate many of the fundamental drill patterns that are used to practice skills.
2. They should be presented in order of complexity, from the easiest to the most difficult.
3. They should be adapted to the ability of the players and the playing area.
4. They should provide a means of grouping girls for evenly matched competition.

Purposes of Lead up Games

Lead up games provide the opportunity for each girl to represent a team and work cooperatively toward winning. Since many schools do not provide intramural competition, some girls would never have the chance to be part of a team if only drills were used during a class. Also, many girls after playing a lead up game will realize how important skills are and develop an interest in perfecting them.

Lead up Games

Beatball Softball. Skills to be learned include: fungo batting, throwing, and baserunning.

In this game the batter tries to outrun the ball as the basemen throw it from one base to another. The batter hits the ball, and any fielder who gets it must throw it to the first baseman who, in turn, must touch the base with the ball in her hand, then throw it to the second baseman, and so on, to home plate. If the ball gets home before the runner, she is out. If the runner beats the ball, she scores a run for her team. After three outs, the teams change places.

Work up or Scrub. Skills to be learned include: batting, throwing, and catching.

The player at bat is called scrub. All other players are numbered – catcher, one; pitcher, two; first base, three; and so on. The batter hits the ball pitched to her and runs to first base and back. If she is put out by being tagged at first base or home, striking three times, hitting four fouls, having a fly ball caught, or throwing the bat, she goes to the field and takes the number of the last fielder. Every other player rotates down one number and assumes a new position. The catcher is the new batter. If the batter gets home safely, she bats again. Change batters after three successful runs have been scored by the same batter.

Hit the Bat. Skills to be learned include: fungo batting, fielding the ball, and accurate throwing.

One player is at bat while the other players are out in the field. The batter throws the ball up and hits it (fungo hitting), then she places the bat on the ground in front of her. If no fielder stops or catches the ball, she hits it once again. If a fielder does catch or stop the ball, she throws it at the bat from the spot where she caught it. If the ball hits or crosses the bat, this fielder becomes the next batter and the batter is now a fielder. If the fielder does not get the ball across the bat, the game continues with the same batter hitting again. The class should be divided into groups of five or six girls.

Throw Softball. Skills to be learned include: Throwing, catching, and baserunning.

The object of this game is for the batter to run the bases without being put out. It is played like softball except that the batter catches the pitched ball and throws it into the outfield. The fielders then play the ball as in a regulation game of softball. If a batter drops the ball when it is pitched within the strike zone, she is out. There is no stealing and one point is scored for each run.

Twenty-one Softball. Skills to be learned include: throwing, catching, and baserunning.

This game is played with the same rules as a regulation softball game except that the batter may swing only three times to hit the

ball. When she hits the ball, she runs the bases in order until she is put out. A runner earns points as she passes the bases; first base earns 1 point, second base equals 2 points, third base earns 3 points, and a home run equals 4 points. After three outs, the teams change positions. The first team to score 21 points is the winner. Lead up games will not solve all of the problems leading to well organized team sport competition; but they can be utilized as one of several methods of teaching.

The Clegg Softball Skill Test

L. IMOGENE TURNER

Imogene Turner received her B.S. degree from East Carolina University, Greenville, North Carolina, and her M.A. from California State College, Long Beach. She has served as chairman of the Delaware DGWS and has been chairman of the Delaware Board of Women Basketball Officials. She has played high school, college, and semipro softball and has coached varsity softball at the junior and senior high school levels. She is currently teaching at Milton Junior High School, Milton, Delaware.

Softball is a favorite team sport in the physical education curriculum as well as in extracurricular activities. In order to arrive at an objective evaluation of the neuromuscular development achieved by each student, the teacher must rely to a large extent on skill tests.

However, at the time this article was written, softball skill tests for girls and women were limited, and additional means to evaluate defensive softball skills such as infield ability, were needed.

The Clegg Softball Skill Test, developed by Dr. Richard Clegg, professor and chairman, Department of Physical Education and Athletics of State University College, New Paltz, New York, has the potential to fill this need. It measures the ability of a student to field a ground ball quickly and throw it accurately over an intermediate distance to first base.

In a statistical analysis made by the author, this test was found to have a reliability coefficient of .87; and therefore may be considered as reliable as any single test with the exception of the throw for distance. In the same study, the test was found to have validity coefficients of .90± .01 and .88± .02 on two separate test dates.

In addition to being reliable and valid, the test is easy to administer and when properly organized, can be used to process a fairly large group in one class period.

The following equipment is needed for the test: three softballs, one stopwatch, two markers or flags, and one scorebook.

The area needed for the administration of the Clegg Softball Test is the infield of a regulation softball field with the dimensions recommended by the official softball rules, page 113.

The test area is easily established from existing bases and base lines. Measure a distance of 5 yards down the second base line

toward third base and place flag number one. Flag number two is placed on the base line a distance of 5 yards from the first marker. (10 yards from second base), and a chalk line is drawn between the two flags (Figure 1).

To administer the test, a first baseman is needed and for the sake of expediency, a back up first baseman to retrieve any wild throws. A catcher is used at home plate to receive balls from first base, and to supply the person who roll the balls to the subject for the test. A timekeeper stands near third base with a stopwatch to time the test subject and to watch for any violations of test procedure (Figure 1).

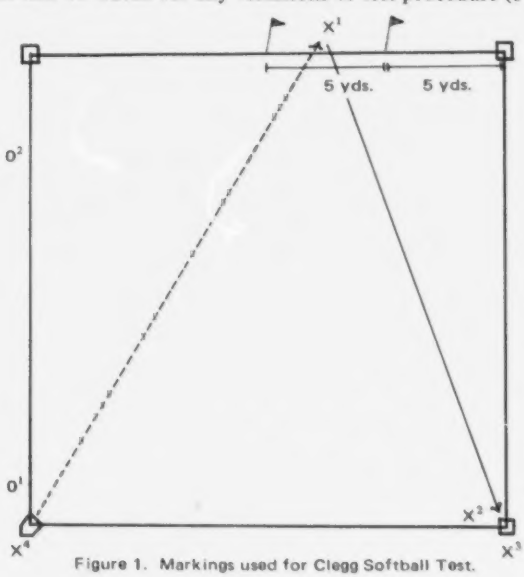

Figure 1. Markings used for Clegg Softball Test.

Code

X^1 = subject
X^2 = first baseman
X^3 = back up first baseman
X^4 = catcher
0^1 = test administrator— rolls balls to subject
0^2 = timekeeper

---- ground ball
—— thrown ball

The test procedure is fast and simple. A softball is rolled at moderate speed from home plate between the two flags. As soon as the ball crosses over the chalk line between the two flags, it is fielded and thrown to first base. The subject is allowed to step on or over the chalk line only during the throw or the follow-through of the throw.

Time is started on the stopwatch as soon as the ball passes over the baseline and ends when the ball is caught by the first baseman or has crossed over the first baseline. In the event of a wild throw, the subject is penalized three seconds in addition to the time shown on the stopwatch.

Each student is given three throws or trials which constitute the test. The score for the test is derived by discounting the poorest score and averaging the best two of the three trials.

It is strongly urged that the test subjects be allowed a five minute warm up of throwing a softball, followed by a description and demonstration of the test before any scores are taken.

As is true with all new skill tests, the Clegg Test needs more studies to prove or disprove it. However, the following recommendations can be made as a result of the personal experience of the author and the statistical information available at the time of this article.

The possible uses of this test are varied. To begin with, it may be used as a device to differentiate between individuals in a group. It may be a tool to increase motivation when used on a test-retest basis; or when used as a drill for infielders, it will show objectively the day to day increase in the ability of each individual.

When this test is used in conjunction with the throw for distance, it becomes an effective key to the all important question of positioning players in the infield and outfield. Remember, no test fulfills its potential if it is used for grading purposes only.

Battery of Defensive Softball Skills Tests

JACQUELINE SHICK

Jacqueline Shick is an assistant professor of physical education at the University of Minnesota, Minneapolis. She received her B.S. and M.S. degrees from Drake University, Des Moines, Iowa, and her Ph.D. from the University of Minnesota, Minneapolis. She has taught softball on both the high school and college levels. This article is based on information published in the Research Quarterly, *March 1970.*

Skill tests are of value because they can serve a number of purposes, such as measuring achievement in skills, grouping players into teams, and serving as motivational devices. The following tests were developed to serve these purposes for college women.

Repeated Throws

Purpose. The purpose of the test is to measure the ability of the player:

1. To align herself with an aerial ball
2. To throw the ball rapidly after fielding it from the air or from the floor.

Markings. Markings for the test include:

1. A line drawn on the wall 10 feet from the floor and parallel to it
2. A line drawn on the floor 23 feet from the wall and parallel to it.

Test. The test consists of four 30 second trials. The student being tested stands behind the restraining line. She is given one practice throw prior to each trial. At the starting signal (ready? set! go!), the student throws the ball at the wall (using either an overhand or a side-arm motion), attempting to hit above the 10 feet line. As the ball rebounds from the wall, she attempts to recover it either by catching it in the air or by fielding it from the floor. This is repeated as many times as possible within the 30 seconds. Her second trial is taken after all other members of her group have completed their first trials. Each throw must be made from behind the 23-foot line. If the student fails to field the ball, she is required to recover it herself, the only penalty being the loss of time.

Scoring. No hit is counted if the ball strikes the wall below the line or if the student steps on or over the restraining line when throwing the ball. The score recorded is the total number of good hits for each trail; these scores are then totaled.

Fielding Test

Purpose. The purpose of this test is to measure the ability of the player

1. To align herself with a ground ball or a low bouncing ball
2. To throw the ball rapidly after fielding it from a bounce or from the floor.

Markings. The markings for this test include:

1. A line drawn on the wall 4 feet from the floor and parallel to it
2. A line drawn on the floor 15 feet from the wall and parallel to it.

Test. The test consists of four 30 second trials. The procedures for this test are the same as those for the repeated throws test with the two following exceptions: the type of throw to be used is not specified, and the student attempts to hit the wall *below* the line drawn on it.

Scoring. The method of scoring is identical to that for the repeated throws except for the fact that no ball which hits *above* the line on the wall is counted.

Target Test

Purpose. The purpose of this test is to measure the accuracy and power of the player's throw.

Markings. Scoring areas and dimensions on the wall target and the floor target are shown in figure 1. The wall target is 66 inches square and its center is 36 inches from the floor. The colors referred to by number in figure 1 are as follows: five – red, four – blue (medium), three – yellow (bright), two – aqua (pale), and one – black. Note that a restraining line is drawn on the floor 40 feet from the wall and parallel to it.

Test. This test consists of two trials of 10 throws each. The subject stands behind the restraining line for all throws. If she steps on or over this line, a score of zero is given for the throw. The test allows 2 practice throws before the 10 test throws are taken.

Scoring. Each throw is given two scores, one for the hit on the wall, and one for the hit on the floor (only the first bounce is noted). Any hit outside the scoring areas is recorded as zero. The highest possible score for the wall target is 100 (50 per trial) and for the floor target 100 (50 per trial), making a possible total score of 200 for the Target Test (100 per trial).

Reliability and validity coefficients for each individual test and each battery are presented in Table 1.

Table 1. Reliability and validity coefficients for the softball tests.

	Reliability Coefficients	Validity Coefficients
Individual Tests		
Repeated Throws Test	.86	.69
Fielding Test	.89	.48
Target Test	.88	.63
Batteries		
Repeated Throws, Fielding, and Target Tests	.88	.75
Repeated Throws and Fielding Tests	.86	.70
Repeated Throws and Target Tests	.82	.74
Field and Target Tests	.84	.71

Although the entire battery can be completed in one class period, it is recommended that half of each test (two trials each of the Repeated Throws and Fielding Test, and one 10-throw trial of the Target Test) be given during each of two class periods.

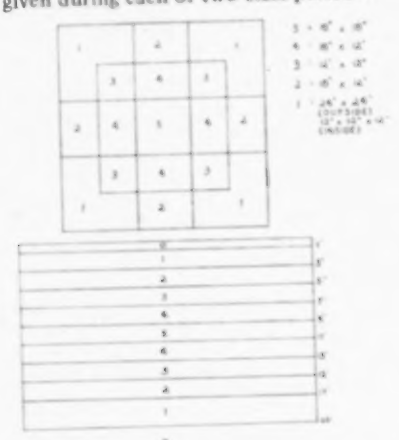

Figure 1. Dimensions and target areas for the Target Test.

Softball, Fast and Slow Pitch Differences*

HENRY MCCOURT

Henry McCourt is the Midwest Umpire-In-Chief and has held this position for 11 years. He is also a member of the Midwest Umpires Association.

Players
Fast Pitch – A team shall consist of 9 players.
Slow Pitch – A team shall consist of 10 players, the regular nine positions, plus a shortfielder.

2. Bunting
   Fast Pitch – Bunting or chopping down at a pitched ball is legal.
   Slow Pitch – The batter is out if he bunts or chops the ball downward.
3. Base Stealing and Lead Off
   Fast Pitch – Baserunners may lead off or steal on the pitch, as soon as the ball leaves the pitcher's hand.
   Slow Pitch – Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached or crossed home plate, or is hit. If the batter does not hit the pitch, baserunners must return to their bases immediately, because the ball is dead if not hit.
4. Pitching
   Fast Pitch – The pitch is delivered with an underhand motion with both feet in contact with the pitcher's plate. One step forward is allowed and must be toward the batter and simultaneous with the delivery of the ball to the batter.
   Slow Pitch – The pitch is delivered with an underhand motion at a moderate speed with a perceptible arc, not over 10 feet in height. One foot must be in contact with the pitcher's plate during the delivery and if a step is taken, it must be toward home plate.
5. Illegal Pitch
   Fast Pitch – A ball is called on the batter and all base runners are awarded one base. The ball is dead. Exception – if the batter hits the ball and reaches first base safely and all base runners advance at least one base; the illegal pitch is nullified and the play stands.

Revised from "Softball, Fast and Slow Pitch: Similarities and Differences," 1968-70 *Softball Guide*, by L. A. Harris, Ray Jakubiak, Herman Janke, Tim McLaughlin.

Slow Pitch – A ball is called on the batter, there is no advance of the runners. The ball is dead. Exception – if the batter swings at the pitch, it shall be called a strike. If the ball is hit, it is in play.

6. Quick Return Pitch
   Fast Pitch – No pitch is called. The ball is dead, and any action is cancelled.
   Slow Pitch – A ball is called. The ball is dead. Exception – if the batter swings at the pitch it shall be called a strike, or if the ball is hit, it is in play.
7. Pitching Irregularity (Dropping of ball from pitcher's hand)
   Fast Pitch – If the ball slips from the pitcher's hand during his windup or during the backswing, the ball is in play, and runners may advance at their own risk.
   Slow Pitch – No pitch is called. The ball is dead.
8. Strike Zone (Space over the home plate)
   Fast Pitch – The strike zone is the area between the batter's arm pits and top of his knees during natural batting stance.
   Slow Pitch – The strike zone is no higher than the batter's shoulders and no lower than his knees during natural batting stance.
9. Foul Tip (Direct from bat to catcher's hand or glove)
   Fast Pitch – The ball is legally caught and alive.
   Slow Pitch – The ball is legally caught and dead.
10. Foul Line Distances (Minimum)
    Fast Pitch – The minimum foul line distance is 200 feet.
    Slow Pitch – The minimum foul line distance is 275 feet.
11. Intentional Walk
    Fast Pitch – The pitcher must throw four pitches outside the strike zone. The ball is in play.
    Slow Pitch – Notify the umpire, and he awards the batter first base. The ball is dead.
12. Ball Four
    Fast Pitch – The ball is alive.
    Slow Pitch – The ball is dead.

A Selected Softball Bibliography

Revised by SHARON IRWIN

Sharon Irwin received her B.S. degree from the University of Omaha, Omaha, Nebraska and her M.A. degree from New York University. For the past six years she has taught physical education at Frostburg State College, Frostburg, Maryland. She is a member of the 1972-74 DGWS Softball Guide *Committee.*

Amateur Softball Association. *1971 Softball Rule Guide.* Oklahoma City: ASA, 1971. Published yearly. Contains recodefied fast and slow pitch rules.

American Association for Health, Physical Education, and Recreation. *Official DGWS Softball Scorebook.* Washington, D.C.: DGWS, AAHPER, 1965.

Barnes, Fox, Loeffler, and Scott. *Sports Activities for Girls and Women.* New York: Appleton-Century-Crofts, 1966. Presents skills, evaluative criteria, and common faults with methods of correction.

Blake, O. William, and Volp, Anne M. *Lead Up Games to Team Sports.* Englewood Cliffs, N.J.: Prentice-Hall, 1964. Includes a unit of games which are designed to develop basic softball skills.

Bolt, Martha Lynn. "Softball for the Blind Student." *JOHPER,* June 1970, p. 40. Discusses necessary modification of the game to enable blind students to play softball.

Brace, David K. *Skills Test Manual: Softball for Girls.* Washington, D.C.: AAHPER, 1966. A battery of tests percentile scores, sample score cards, and data record cards.

Breen, James L. "What Makes a Good Hitter?" *JOHPER,* April 1967, pp. 36-39. Presents a camera-eye view of good batting techniques in baseball, easily adaptable to softball batting.

Dobson, Margaret J., and Sisley, Becky L. *Softball for Girls.* New York: The Ronald Press Co., 1971. Designed for the teacher and coach, this book contains material on programs for softball, and fundamentals of coaching, managing and umpiring in addition to chapters on techniques and strategy.

Fait, Hollis F., Shaw, John H., and Ley, Katherine L. *A Manual of Physical Education Activities* 3rd ed. Philadelphia: W.B. Saunders Co., 1967. Designed primarily for student use, this manual contains simplified rules, skills, and strategies of softball (includ-

ing slow pitch softball). Knowledge and skill tests are also presented.

Felshin, Janet, and O'Brien, Catherine, eds. *Selected Softball Articles* 3rd ed. Washington, D.C.: DGWS, AAHPER, 1970. A collection of articles from 1962-1970 DGWS Softball *Guides.*

Fitzehenry, Robert A. *A Practical Guide on High School Physical Education.* Portland, Maine: J. Weston Walsh, Publisher, 1967. Includes skills tests for different levels.

Kellog, C. L. "New Ideas for the Playground: Batting Tee." *JOHPER,* Washington, D.C.: AAHPER, May 1965, pp. 70. Includes details on the construction of a batting tee for use on playground or in softball classes.

Kneer, Marian. *Softball.* Dubuque, Iowa: William C. Brown Co. Pubs., 1966. Discusses basic softball skills and play patterns. Includes chapter on language and lore of softball, rules and facts for enthusiasts.

Litwhiler, Danny. *Baseball 4th Edition.* Englewood Cliffs, N.J.: Prentice-Hall, 1967. Covers all aspects of the game – fundamentals, player progress, the coach, statistics, construction and maintenance of fields, and treatment of injuries occuring in baseball. Useful in teaching and coaching. Adaptable to softball.

Mackey, Helen T., and Mackey, Ann M. *Women's Team Sports Officiating.* New York: The Ronald Press Co., 1964. Chapter 5 gives information on preparation, positioning, and performance of officiating duties.

Meyer, Margaret H., and Schwartz, Marguerite M. *Team Sports for Girls and Women.* 4th ed. Philadelphia: W.B. Saunders Co., 1966. Gives teaching progressions and coaching suggestions for all basic skills. Includes rules and playing strategy.

Nagel, Charles, and Moore, Fredericka. *Skill Development Through Games and Rhythmic Activities.* Palo Alto, Calif.: The National Press, 1966. Suggested play activities for teaching specific skills. Includes word and visual descriptions.

Noren, Arthur T. *Softball with Officiating Rules.* 3rd ed. New York: The Ronald Press Co., 1966. A complete book of softball skills, position playing, rules of softball, and slow pitch softball, arranging schedules and construction of field equipment.

O'Rourke, Thomas. "In and Out Softball." *JOHPER,* Washington, D.C.: AAHPER, May 1966, pp. 60. A modified game designed to speed up regulation softball.

Pearlman, Stuart. "Plastic Baseball Throwing Machine." *JOHPER*, Washington, D.C.: AAHPER, Nov.-Dec. 1970, p. 9. Discusses the advantages of using the plastic throwing machine for indoor softball.

Shick, Jacqueline. "Battery of Defensive Softball Skills Tests for College Women." *The Research Quarterly*, Washington, D.C.: AAHPER, March 1970, pp. 1. Administration and scoring for repeated throws, fielding test, and target test given. Reliability and validity coefficients included.

Vannier, Maryhelen, and Poindexter, Hally Beth. *Physical Activities for College Women*. Philadelphia: W.B. Saunders Co., 1966. Includes duties and specific skills of players, simplified game rules, scoring methods, and a knowledge test.

Softball Visual Aids

Revised by JANET A. SEAMAN

Janet Seaman received her B.S. degree from the University of Omaha, Omaha, Nebraska, and her M.A. degree from the University of California at Santa Barbara. Presently, as an associate instructor at Indiana University, she is completing work toward her doctorate in adapted physical education.

Prices listed are subject to change. The prices are approximate when two or more film sources are listed since prices often vary among sources.

Numbers in parentheses refer to film distributors listed. Age level: E–elementary, J–junior high school, S–senior high school, C–college.

16 mm Films:

Fundamentals of Softball Pitching. 12 min., sd., B&W. Rental $2. (5). Girls' pitching and catching analyzed in great detail. Shown in slow motion. J,S,C.

Girls, Let's Learn Softball. 20 min., sd., B&W. Rental $4.25. (7). Instructs by encouraging imitation for better form and greater skill. For teachers as well as students. J,S,C.

Hitting. 26 min., sd., color. Rental $2. (4). Baseball's toughest hitters discuss techniques that made a slugger and demonstrate how it's done. S,C.

1969 Open Slow Pitch National Tournament. 20 min., sd., color. Free loan. (1) J,S,C.

Softball Fundamentals for Elementary Schools. 11 min., sd., B&W. Rental $3.50. (3), (6), (7), (8); sale $60. (3). Boys and girls learn to play softball in class. Fundamentals of throwing, catching, and pitching are included. Principles of safety are emphasized. E.

Softball: Skills and Practice. 12½ min., sd., color. Rental $6. (9). Sale $150. (3). Illustrates the correct performance of each softball skill. Uses normal as well as slow motion photography to give the viewer an opportunity to study each skill in detail. The plays are shown in individual and group action. E,J,S.

Softball Umpire Instructional Film. 20 min., sd., color. Free loan (1). First softball film produced for umpires. S,C.

Women's World Championship Games. Free loan (1). Women's softball teams play for the world championship. J,S,C.

(a) *1961 Women's National Tournament.* 45 min., sd., B&W. Final game between Stratford, Conn., and Whittier, Calif.

(b) *1962 Women's National Tournament.* 30 min., sd., B&W. Final game between Orange, Calif. and Whittier, Calif.

(c) *1964 Women's All-Star Series.* 30 min., sd., B&W. Action between the defending National champions and the National All-Star team.

(d) *1965 Women's National Tournament.* 20 min., sd., B&W. Final game between Stratford, Conn. and Orange, Calif.

Youth Softball Film. 30 min., sd., color. Free loan. (1). Special film produced to encourage youngsters to participate in Youth Softball Programs. E,J,S.

Film Loops:

Ethan Allen Baseball Instructional Loops. Sale $21 each. (2). New series of 30 Super 8 mm single concept color films on catching, baserunning, outfielding, training and conditioning. S,C.

Softball Series. Super 8 mm., color, sale $20 each. (3). Six separate loops for batting, catching above the waist, catching below the waist, catching the grounder, pitching, and throwing. E,J.

Teaching Aids:

Field Markings for the Blind. Bolt, Martha Lynn. "Softball for the Blind Student." *JOPHER*, June 1970, p. 40.

Softball Technique Charts. Sale $1.50. American Association of Health, Physical Education and Recreation, 1201 16th St., N.W., Washington, D.C., 20036. Eleven charts suitable for bulletin board display or classroom illustration. The elements of catching, throwing, batting, and fielding are described. Also included are charts showing the playing field and identifying the equipment.

Film Distributors:

1. Amateur Softball Association, 4515 N. Santa Fe Ave., Oklahoma City, Okla. 73118.
2. Association Instructional Materials, 600 Madison Ave., New York, N.Y. 10022
3. BFA Education Media, 11559 Santa Monica Blvd., Los Angeles, Calif. 90015.
4. Major League Baseball Film Division, Room 402, 1650 Broadway, New York, N.Y. 10019.

5. Moquill's 112 14th W. 48th St., Radio City, New York, N.Y. 10019.
6. Oregon State, AV Instruction, Gill Coliseum 133, Corvallis, Oreg. 97331.
7. Pennsylvania State University, AV Aids Library, University Park, Pa. 16802.
8. University of Colorado, Bureau of Audiovisual Instruction. Attn: Booking Clerk, Boulder, Colo. 80302.
9. University of Southern California, Division of Cinema, Film Distribution Section, University Park, Los Angeles, Calif. 90007.

Officiating Services Area

OSA (Officiating Services Area)—This area, one of seven in the DGWS structure, is devoted to the training and rating of officials. Its Executive Board, which meets annually prior to the AAHPER national convention, is composed of:

1. A *chairman,* a *chairman-elect,* and a *past chairman.* The chairman-elect is elected in an open meeting at the national convention.
2. A *secretary,* who sends rating cards to boards and receives applications for new boards. She is elected by mail ballot in alternate years by the local boards of officials.
3. A *treasurer,* who is responsible for collecting board dues. She also is elected by mail ballot in alternate years by the local boards of officials.

P & T of O (Principles and Techniques of Officiating)—This committee is concerned with the methods used by referees, umpires, and judges to officiate games and matches. The P & T of O chairman is a member of and is selected by the Executive Board. A subcommittee in each sport is responsible for evaluating and revising the officiating techniques and for writing the Techniques of Officiating article published in its respective sports guide. Membership is by appointment. If you have questions concerning the techniques of officiating, write to the appropriate P & T of O chairman.

E & R (Examinations and Ratings)—There is an E & R committee for each of the nine sports in which ratings are given. Each chairman and her committee are responsible for preparing, revising, and analyzing the officiating theoretical examinations. The general chairman and an associate chairman (who is the E & R chairman-elect) coordinate the subcommittees and compile the general material for the sports packets. The chairman of E & R is an appointed member of the OSA Executive Board. If you need information regarding the study questions in the Guides or a question in the examination, write to the appropriate E & R chairman.

E & P (Editorial and Publications)—This committee is responsible for editing the OSA portion of the Guides. The chairman is appointed for a two-year term of office and is a member of the Executive Board.

DOC (District Officiating Coordinator)—There is one DOC in each of the six districts of AAHPER. She serves as liaison between the boards of officials in her district and the OSA Executive Board.

The DOC is elected at her AAHPER district convention and serves on the Executive Board.

Boards (Affiliated and Provisional Boards of Women Officials)—These boards are made up of organized groups of women throughout the United States who are authorized to give ratings. A listing of these boards follows.

Officiating Executive Board 1971-1972

Chairman: CHARLOTTE WEST, Southern Illinois Univ., Carbondale, Ill. 62901 (1971-72)

Past Chairman: MARY W. FORD, Winthrop College, Rock Hill, S.C. 29730 (1970-71)

Chairman-elect: ELSIE J. COBB, North Texas State Univ., Denton, Texas 76203 (1972-73)

Secretary: LAURIE MABRY, Illinois State Univ., Normal, Ill. 61761 (1970-72)

Treasurer: JEANNE ROWLANDS, 215 Elsinore St., Concord, Mass. 01742 (1969-73)

Chairmen of Standing Committees

Principles and Techniques of Officiating: PAT SENI, Pennsylvania State Univ., University Park, Pa. 16802 (1970-72)

Elect: PATRICIA DUNCAN, Ft. Hayes State College, Ft. Hayes, Kans. 67601 (1972-74)

Examinations and Ratings: ELEANOR SANDERSON, Southern Connecticut State College, New Haven, Conn. 06515 (1971-72)

Associate Chairman: CAROL SWIM, Bemidji State College, Bemidji, Minn. 56601 (1972-73)

Editorial and Publications: MARY BELL, Northern Illinois Univ., DeKalb, Ill. 60115 (1971-73)

District Officiating Coordinators

Central: JUDY CLARKE, Univ. of Iowa, Iowa City, Iowa 52240 (1970-72)

Elect: WANDA GREEN, Univ. of Northern Iowa, Cedar Falls, Iowa 50613 (1972-74)

Eastern: EDITH COBANE, State Univ. of New York, Albany, N.Y. 12203 (1971-73)

Midwest: PAT ROY, East Gary High School, East Gary, Ind. 46405 (1971-73)

Northwest: JAN BOYINGS, Central Washington State College, Ellensburg, Wash. 98926 (1970-72)

Elect: JEAN NEELY, Eastern Oregon College, La Grande, Ore. 97850 (1973-75)

Southern: JILL UPTON, Box 1400, Mississippi State College for Women, Columbus, Miss. 39701 (1970-72)

Elect: AILEEN BRITTON, Edward White Senior High School, Jacksonville, Fla. 32210 (1972-74)

Southwest: KAREN JOHNSON, California State College, Los Angeles, Calif. 90032 (1970-72)

Elect: FERN GARDNER, Utah State Univ., Logan 84321 (1972-74)

Canadian Representative

Patricia Laing, Pelham St. So., Fonthill, Ontario

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LOU JEAN MOYER, *Former Past Chairman, Officiating Services Area,* Northern Illinois Univ., DeKalb, Ill. 60115

PRINCIPLES AND TECHNIQUES OF OFFICIATING COMMITTEE

PAT SENI, *Chairman,* Pennsylvania State Univ., University Park, Pa. 16802

Badminton: JEAN PANKONIN, Illinois State Univ., Normal, Ill. 61761

Basketball: VIRGINIA HUNT, College of Wooster, Wooster, Ohio 44691

Gymnastics: KITTY KJELDSEN, Univ. of Massachusetts, Amherst, Mass. 01003

Softball: ELSIE WULF, Franklin Twp. Junior High School, Wanamaker, Ind. 46239

Swimming: CAROL COOPER, Southern Illinois Univ., Carbondale, Ill. 62901

Synchronized Swimming: MARY KAZLUSKY, Mt. Holyoke College, South Hadley, Mass. 01075

Tennis: ANNE PITTMAN, Arizona State Univ., Tempe, Ariz. 85281

Track and Field: BONNIE PARKHOUSE, Univ. of Minnesota, Minneapolis, Minn. 55455

Volleyball: KAY CORCORAN, College of Mt. St. Joseph, Mt. St. Joseph, Ohio 45051

EXAMINATIONS AND RATINGS COMMITTEE

ELEANOR SANDERSON, *Chairman,* Southern Connecticut State College, New Haven, Conn. 06515

CAROL SWIM, *Associate Chairman,* Bemidji State College, Bemidji, Minn. 56601

Badminton: PATSY CALDWELL, Box 7023, North Texas State Univ., Denton, Texas 76203

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Associate: ANISE CATLETT, Univ. of Kansas, Lawrence Kans. 60044

Gymnastics: VARINA FRENCH, Rte. 1, Box 245, Forest Grove, Ore. 97116

Associate: HELEN TIMMERMANS, Univ. of South Carolina, Columbia, S.C. 29208

Softball: LORENE RAMSEY, Illinois Central College, Dirksen Hall, East Peoria, Ill. 61611

Swimming: CAROL COOPER, Southern Illinois Univ., Carbondale, Ill. 62901

Synchronized Swimming Co-chairmen: THERESA C. ANDERSON, 2109 Fortieth St., Des Moines, Iowa 50310, and JANET MOLDENHAUER, Wisconsin State Univ., Oshkosh, Wis. 54901

Tennis: CURLY NEAL, Stanford Univ., Stanford, Calif. 94305

Track and Field: KATHRYN RUSSELL, Univ. of Arizona, Tucson, Ariz. 85721

Volleyball: NANCY STUBBS, Univ. of Tennessee, Knoxville, Tenn. 37916

Associate: NANCY LAY, Univ. of Tennessee, Knoxville, Tenn. 37916

SOFTBALL PRINCIPLES AND TECHNIQUES OF OFFICIATING COMMITTEE

ELSIE WULF, *Chairman,* 7615 E. Southport Road, Indianapolis, Indiana 46259

MARION BLACKINTON, Western Illinois Univ., Macomb, Ill. 61455

DOREEN ST. CLAIR, Franklin College, Franklin, Ind. 46131

SOFTBALL EXAMINATIONS AND RATINGS COMMITTEE

LORENE RAMSEY, *Chairman,* Illinois Central College, East Peoria, Ill. 61611

CAROLYN FITZWATER, Grant High School, Portland, Ore. 97212

FERN GARDNER, Utah State Univ., Logan, Utah 84321

DONNA LOPIANO, Brooklyn College, Brooklyn, N.Y. 11210

ELLEN SAPPINGTON, Southern Illinois Univ., Edwardsville, Ill. 62025

JACQUELINE SHICK, Univ. of Minnesota, Minneapolis, Minn. 55455

AFFILIATED BOARDS OF OFFICIALS
1971-1972

Each board listed below offers ratings as indicated. Affiliated boards may have rated officials at each grade level from National official to Intramural official. Provisional boards may have rated officials at the Associate and Intramural grade levels; they are indicated below by an asterisk (*). Upon request, the board chairman can supply a list of names, addresses, and telephone numbers of these officials.

Where it is indicated that the annual report was not received, the Examinations and Ratings chairman will not send the current examination packet to the board chairman until she receives this annual report.

For lists of boards given ratings, consult the appropriate *Guides*. The *Basketball Guide* lists all boards which give ratings in any sport.

CENTRAL DISTRICT

District Officiating Coordinator: Judy Clarke, State Univ. of Iowa, Iowa City 52240 (1970-1972)
Elect: Wanda Green, Univ. of Northern Iowa, Cedar Falls 50613 (1972-74)

IOWA

Iowa City Board of Women Officials
Chairman: Sue Gnagy, State Univ. of Iowa, Iowa City 52240
Softball Chairman: Judy Clarke, State Univ. of Iowa, Iowa City 52240
Ratings given in basketball, softball, swimming, synchronized swimming, volleyball.

Northeast Iowa Board of Women Officials
Chairman: Wanda Green, Univ. of Northern Iowa, Cedar Falls 50613
Chairman-elect: Wanda Green (same as above)
Softball Chairman: Wanda Green (same as above)
Ratings given in basketball, softball, volleyball.

KANSAS

Wichita-South Central Kansas Board of Women Officials
Chairman: Sue F. Bair, 8005 E. Clay, Wichita 67207
Softball Chairman: Jean Drake, 5030 E. 37th St., Wichita 67207
Ratings given in basketball, softball*, volleyball.

MISSOURI

St. Louis Board of Women Officials

Chairman: Judy Lowery, 419 S. Clay, St. Louis 63122
Softball Chairman: Jackie Schapp, 12400 Impact Dr., St. Louis 63141
Ratings given in basketball, softball*, volleyball.

NEBRASKA

Lincoln Board of Women Officials

Chairman: Ruth Levinson, Univ. of Nebraska, Lincoln 68508
Chairman-elect: Viola Bahls, Concordia Teachers College, Seward 68434
Softball Chairman: Nancy Sonner, Univ. of Nebraska, Lincoln 68508
Ratings given in basketball, softball, volleyball.

EASTERN DISTRICT

District Officiating Coordinator: Edith Cobane, State Univ. of New York, Albany 12203 (1971-73)

CONNECTICUT

Southwest Connecticut Board of Women Officials (No report received)

Chairman: Patricia Mascia, Amity High School, Woodbridge 06525
Softball Chairman: Lou Albrecht, Southern Connecticut State College, New Haven 06500
Ratings given in basketball, softball, volleyball.

DISTRICT OF COLUMBIA

District of Columbia Board of Women Officials

Chairman: Lynn George, 6200 Lone Oak Dr., Bethesda, Md. 20034
Softball Chairman: Theresa E. Pitman, 2904 McComas Ave., Kensington, Md. 20795
Ratings given in basketball, gymnastics, softball, swimming, volleyball.

MARYLAND

Baltimore Board of Women Officials

Chairman: Joanne Murray, 3900 Beech Ave., Baltimore 21211
Chairman-elect: Joanne Murray (same as above)

Softball Chairman: Ruth Thalheimer, 9 Eleanor Ave., North Linthicum 21090
Ratings given in basketball, softball, swimming, volleyball.

MASSACHUSETTS

Boston Board of Women Officials
Chairman: Rose Somensini, 14 Carol Ave., Burlington 01803
Chairman-elect: Janice Bruce, 310 Lowell St., Reading 01867
Softball Chairman: Mary Pratt, 1428 Quincy Shore Blvd., Quincy 02169
Ratings given in basketball, gymnastics, softball, track & field*, volleyball*.

NEW JERSEY

Central New Jersey Board of Women Officials (No report received)
Chairman: Jill Carson, Old York Rd., Columbus 08022
Softball Chairman: Shirley Fisher, Star Route, Crosswicks 08151
Ratings given in basketball, softball*, volleyball.

North Jersey Board of Women Officials
Chairman: Marilyn Taigia, 166 B Main St., Little Falls 07424
Softball Chairman: Marilyn Taigia (same as above)
Ratings given in basketball, gymnastics, softball, swimming, track & field*, volleyball.

West Jersey Board of Women Officials
Chairman: Beatrice Thomas, 606 Maple Court, Moorestown 08057
Softball Chairman: Suzanne Bell, 112 Washington Terrace, Audubon 08106
Ratings given in basketball, softball, swimming.

NEW YORK

Capital District of Women Officials
Chairman: Faith Meyer, Dept. of Physical Education, Russell Sage College, Troy 12180
Softball Chairman: Barbara J. Palm, State Univ. of New York, Albany 12203
Ratings given in basketball, softball*, volleyball.

Long Island Board of Women Officials
Chairman: Mary Jane Beatty, 115 Birchwood Dr., New Hyde Park 11040
Chairman-elect: Ann Adamchik, 170 Grant Ave., Farmingdale 11735

Softball Chairman: Gladys Meyer, 68-22 65th St., Glendale 11227

Ratings given in basketball, gymnastics, softball, swimming, volleyball.

New York Board of Women Officials

Chairman: Helen Allen, 68-10 108 St., Forest Hills 11375
Chairman-elect: Helen Allen (same as above)
Softball Chairman: Judith Hoyer

Ratings given in basketball, gymnastics, softball, swimming, volleyball.

Suffolk Board of Women Officials

Chairman: Patricia Burns, 281 S. Bayview Ave., Amityville 11701
Chairman-elect: Marge Van Wart, 22 Candlewood Path, Dix Hills 11746
Softball Chairman: Linda Otten, 1210 Town House Village, Hauppauge 11787

Ratings given in basketball*, gymnastics, softball*, volleyball*.

PENNSYLVANIA

Philadelphia Board of Women Officials

Chairman: Eleanor Snell, Lucas Road, R.F.D. #2, Phoenixville 19460
Softball Chairman: Eleanor Snell (same as above)

Ratings given in basketball, gymnastics, softball, swimming, synchronized swimming, volleyball.

Pittsburgh Board of Women Officials

Chairman: Carol Claus, 2359 E. Beckert Ave., Pittsburgh 15212
Softball Chairman: Julia Davis, 1105 S. Main St., Portage 15946

Ratings given in basketball, softball, volleyball.

VERMONT

Vermont Board of Women Officials

Chairman: Muriel Jondro, Brattleboro Union H. S., Brattleboro 05301
Softball Chairman: Lorna Richard, Chester 05143

Ratings given in basketball, softball*, volleyball.

MIDWEST DISTRICT

District Officiating Coordinator: Pat Roy,
East Gary High School, E. Gary, Ind. 46405 (1971-73)

ILLINOIS

Central Illinois Board of Women Officials
Chairman: Barbara Cothern, Scarle Dr., Normal 61701
Softball Chairman: Tudy Schmied, 339 Riley Dr., Bloomington 61701
Ratings given in badminton, basketball, gymnastics, softball, tennis, volleyball.

Rock River Board of Women Officials
Chairman: Mary M. Bell, Northern Illinois Univ., DeKalb 60115
Chairman-elect: Lou Jean Moyer, Northern Illinois Univ., DeKalb 60115
Softball Chairman: Anne Payne, Northern Illinois Univ., DeKalb 60115
Ratings given in basketball, softball, volleyball.

Southwestern Board of Women Officials
Chairman: Mrs. Don Plarski, 4807 Cinderella Dr., Alton 62002
Ratings given in basketball, softball, volleyball.

Western Illinois Board of Women Officials
Chairman: I Westendorf, 213 S. Mechanic, Macomb 61455
Chairman-elect: Dorothy Cohen, Western Illinois Univ., Macomb 61455
Softball Chairman: Mary Ellen McKee, Western Illinois Univ., Macomb 61455
Ratings given in basketball, softball*, volleyball.

MICHIGAN

Western Michigan Board of Women Officials
Chairman: Patricia M. Ashby, 626 Forest St., Kalamazoo 49001
Chairman-elect: Patricia M. Ashby (same as above)
Softball Chairman: Nancy Gaskell, East Grand Rapids H. S., Grand Rapids 49500
Ratings given in basketball, softball*, volleyball.

OHIO

Cleveland Board of Women Officials
Chairman: Jane Forbush, 17598 Millbrook Dr., Chagrin Falls 44022
Chairman-elect: Joanne Shiley, 4553 Emerson Rd., South Euclid 44121
Softball Chairman: Pat McCann, 233 E. 271st St., Euclid 44132
Ratings given in basketball, gymnastics, softball, track & field, volleyball.

Quint County Board of Women Officials
Chairman: Helen Ludwig, Ohio Northern Univ., Ada 45810
Softball Chairman: Gayle Lauth, Ohio Northern Univ., Ada 45810
Ratings given in basketball*, softball, volleyball.

WISCONSIN

Milwaukee Board of Women Officials
Chairman: Carol Wolter, 3862 75th St., Milwaukee 53216
Softball Chairman: Stella Keinrath, 9425 W. Lisbon, Milwaukee 53222
Ratings given in basketball, softball, track & field, volleyball.

NORTHWEST DISTRICT

District Officiating Coordinator: Jan Boyungs, Central Washington, Ellensburg, Wash. 98926 (1970-73)
Elect: Jean Neely, Eastern Oregon College, La Grande, Ore. 97850 (1973-75)

IDAHO

Southeastern Idaho Board of Women Officials
Chairman: Lottie Williams, Rinie 83443
Softball Chairman: Sandra Noakes, Idaho State Univ., Pocatello 83201
Ratings given in basketball*, softball*, volleyball.

WASHINGTON

Puget Sound Board of Women Officials
Chairman: Lenore Wilkinson, 3401 37th S.W., Apt. 8, Seattle 98133
Chairman-elect: Mary F. McNulty, 2315 N. 115th, Seattle 98133
Softball Chairman: Ruth L. Smith, 5018 Puget Blvd. S.W., Seattle 98106
Ratings given in basketball, softball, volleyball.

SOUTHERN DISTRICT

District Officiating Coordinator: Jill Upton, Box 1400, Mississippi State College for Women, Columbus, Miss. 39701 (1970-72)
Elect: Aileen Britton, Edward White Senior H. S., Jacksonville, Fla. 32210 (1972-74)

FLORIDA

Greater Miami Board of Women Officials
Chairman: Carol G. Clements, 1871 W. 68th St., Hialeah 33014
Softball Chairman: Roberta Dent, 421 W. 32nd St., Hialeah 33012
Ratings given in basketball, softball, volleyball.

LOUISIANA

Northwest Louisiana Board of Women Officials
Chairman: Mary W. Farris, Northwest State Univ., Natchitoches 91457
Softball Chairman: Mary W. Farris (same as above)
Ratings given in basketball softball, volleyball.

MISSISSIPPI

North Mississippi Board of Women Officials
Chairman: Jill Upton, Mississippi State College for Women, Columbus 39701
Softball Chairman: Harriet Barnes, Mississippi State College for Women, Columbus 39701
Ratings given in basketball, gymnastics, softball*, tennis, volleyball.

SOUTHWEST DISTRICT

District Officiating Coordinator: Karen Johnson, California State College, Los Angeles, Calif. 90032 (1970-72)
Elect: Fern Gardner, Utah State Univ., Logan, Utah 84321 (1972-1974)

ARIZONA

Central Arizona Board of Women Officials
Chairman: Kaye McDonald, Mesa Community College, Mesa 85201
Softball Chairman: Sandy Kelly, 5601 W. Earll Dr., Phoenix 85031
Ratings given in badminton, basketball, softball, swimming, volleyball.

Southern Arizona Desert Board of Women Officials
Chairman: Jean Metcalfe, Sholla H. S., 2001 W. 22nd, Tucson 85705
Softball Chairman: Cherrie Brinlee, Sahuard H. S., Tucson 85710
Ratings given in badminton, basketball, softball, volleyball.

CALIFORNIA

Central California Board of Women Officials
Chairman: Judith Holland, Sacramento State College, Sacramento 95819
Softball Chairman: Janice High, 2810 Corabelane #27, Sacramento 95821
Ratings given in basketball, softball*, swimming*, volleyball.

Coastal Valley Board of Women Officials
Chairman: Donna Nichols, 48 Washington, Santa Clara 95050
Softball Chairman: Donna Nichols (same as above)
Ratings given in basketball, softball, swimming, volleyball.

Delta-Stanislaus Board of Women Officials
Chairman: Betty Johnson, San Joaquin Delta College, 3301 Kensington Way, Stockton 95204
Chairman-elect: June S. Downer, San Joaquin Delta College, 3301 Kensington Way, Stockton 95204
Softball Chairman: Fay Murdock, 2062 Funston Ave., Stockton 95205
Ratings given in basketball, softball*, volleyball.

Long Beach Board of Women Officials
Chairman: Sharon Love, 9611 Oasis Ave., Garden Grove 92644
Softball Chairman: Sue Cullen, 419 E. Poppy St., Long Beach 90805
Ratings given in basketball*, softball*, swimming, track & field*, volleyball*.

Los Angeles Board of Women Officials
Chairman: Barbara J. West, 975 Endanada Dr., La Habra 90631
Softball Chairman: Charlotte Chen, 2501 Lanterman Ter., Los Angeles 90000
Ratings given in basketball, gymnastics, softball, volleyball.

Orange County Board of Women Officials
Chairman: Owline Gregory, 10072 Hill Rd., Garden Grove 92640
Chairman-elect: Billie Moore, 3121 Quartz Lane #1, Fullerton 92631
Softball Chairman: Darlene May, 604 Knepp, Fullerton 92632
Ratings given in basketball, softball, volleyball.

Peninsula Board of Women Officials
Chairman: Joeann Ingraham, College of San Mateo, 1700 W. Hillsdale Blvd., San Mateo 94402
Chairman-elect: Joeann Ingraham (same as above)

Softball Chairman: Pat Viehweg, 1601 Trollman Ave., San Mateo 94402
Ratings given in basketball*, softball*, volleyball.

Redwood Board of Women Officials
Chairman: Karen Parlato, 339 9th St., Fortuna 95540
Chairman-elect: Elizabeth Parrott, 4747 Arabella Ave., Eureka 95501
Softball Chairman: Marian L. Perry, 241 Newell Dr., Fortuna 95540
Ratings given in basketball, softball*, volleyball.

San Fernando Valley Board of Women Officials
Chairman: Shirley Knipe, 11019 White Oak Ave., Granada Hills 91344
Chairman-elect: Linnea Haas
Softball Chairman: Carol Haines, 19035 Sherman Way, Roseda 91335
Ratings given in basketball, softball, swimming, volleyball.

NEVADA

Southern Nevada Board of Women Officials
Chairman: Nancy Molignoni, 4517 Palencia Ave., Las Vegas 89109
Chairman-elect: Lynn Thorn, Rancho H.S., Las Vegas 89109
Softball Chairman: Bonnie Freestone, Von Tobel Junior H.S., Las Vegas 89100
Ratings given in basketball*, softball*, volleyball*.

UTAH

Utah State Board of Women Officials
Chairman: Loye Painter, Logan Jr. High, Logan 64321
Softball Chairman: Raedene Johnson, 425 Grant Ave., Ogden 84400
Ratings given in basketball, gymnastics, softball, volleyball.

STANDARDS FOR OFFICIALS RATINGS

Badminton, Basketball, Softball, Swimming, Tennis, Track-Field, and Volleyball

There are five officials ratings. Each is designed to meet the needs of various levels of sports events and to stimulate interest of individuals who desire to officiate. All ratings are transferable, and none is a prerequisite to any other rating.

The *Intramural rating* qualifies the holder to officiate games in the school in which she is enrolled or games of comparable level.

The *Associate rating* qualifies the holder to officiate games which may be adequately controlled by a lesser experienced official.

The *Local rating* signifies that the holder is capable of officiating the typical interschool or recreational league game.

The *Honorary rating* denotes at least ten years' service as a National official and represents maturity and experience.

The *National rating* signifies that the holder is capable of officiating any game anywhere in the United States. This rating is for the most highly skilled official.

Specific requirements for all ratings are outlined below.

Intramural Official

1. Minimum grades–theory, 70; practical, 70.
2. Theoretical examination–special intramural examination or national examination, minimum 70.
3. Practical examination–satisfactorily calling one contest.
4. Age–no requirement.
5. Duration–two years from next June 1.
6. Recommended fees–minimal fees as established by the institution, *if desired.*

Associate Official

1. Minimum grades–average of theory and practical, 75.
2. Theoretical examination–national examination, minimum 74.
3. Practical examination–given by at least one National official, minimum 75.
4. Age–no requirement.
5. Duration–two years from next June 1.
6. Recommended fees–maximum $5 plus traveling expenses for a single game, match, or meet.*

*Note: These fees are recommended by the Executive Board as a guide to Affiliated Boards. These boards may set fees lower or higher than those suggested above when the local situation demands an adjustment from the recommended fees.

Local Official

1. Minimum grades–average of theory and practical, 80.
2. Theoretical examination–national examination, minimum 78.
3. Practical examination–given by at least two members with National ratings, minimum 80.
4. Age–no requirement.
5. Duration–two years from next June 1.
6. Recommended fees: $7 plus traveling expenses for a single game, match, or meet.*

Junior National Official

1. Age–below 20 years. At 20 years, rating automatically becomes a National rating.
2. For other requirements, see *National Official* below.

National Official

1. Minimum grades–average of theory and practical, 85.
2. Theoretical examination–national examination, minimum 82.
3. Practical examinations
   a. Practical examination–given by at least three members with National ratings, minimum 85.
   b. Alternate plan for basketball or volleyball (second year of trial)–after holding a National rating with the same board for four consecutive years, the official may request that seven different coaches evaluate her officiating (see appropriate sports packets for details), in lieu of the practical rating session.
4. Age–minimum 20 years by June 1 of the year rating is taken.
5. Duration–two years from next June 1.
6. Recommended fees–$9 plus traveling expenses for a single game, match, or meet. If only one official is used, the fee should be $18 plus traveling expenses for a single game.*

National Honorary Rating

1. An applicant is eligible to apply after earning her *fifth consecutive rating at two-year intervals.* The application should be made to the past chairman of the Officiating Services Area by the affiliated board chairman and should be in the hands of the past chairman by March 1.
2. Alternate requirement–when a lapse of one year has occurred in the holding of a National rating, twelve years of service as a

*See Gymnastics Guide for information about judges' ratings in gymnastics and fee exceptions.

National or Junior National Official are required. This would be a span of 13 years. Apply after earning the sixth rating.

3. Duration–as long as the official remains active (actively officiating games, training officials, or acting as a rater for an affiliated board). For reinstatement after being inactive more than one year, the official must pass the national theoretical examination with a minimum score of 86.

Levels of ratings for gymnastics and synchronized swimming are:

Gymnastics	*Minimums*	
	Theoretical	*Practical*
National	90	80
Regional	80	65
Local	70	50

Synchronized Swimming	*Minimums*	
	Theoretical	*Practical*
National	90	85
Regional	80	75
Local	70	65

FEE EXCEPTIONS

Swimming. The recommended fees for Nationally rated swimming officials are:

When there are three officials: $6 plus traveling expenses per official for a single meet (whether dual or group); $9 plus traveling expenses per official for meets with first and second teams participating.

Where there are fewer than three officials: $9 plus traveling expenses per official for a single meet (whether dual or group); $12 plus traveling expenses per official for meets with first and second teams participating.

Tennis. In compliance with the United States Lawn Tennis Association policy, no fees will be charged for officiating tennis matches, although travel expenses may be accepted.

Track and Field. It is customary for one official to be paid a minimum of $9 per session (a session shall be defined as a period of time approximately three hours in length) plus traveling expenses. In the case of shorter sessions, fees should be adjusted accordingly. When possible, other officials may be paid.

REGISTRATION OF OFFICIALS

A number of states require those who officiate either boys or girls interscholastic contests to be registered with the State High School

Athletic Association or other administrative body. Holding a DGWS rating ordinarily does not exempt an official from complying with this regulation.

All DGWS officials who officiate any high school or junior high school games are urged to cooperate fully with their state regulatory body by registering with the proper organization and paying any required fee, by wearing the official emblem in addition to the DGWS emblem, and by complying with all requirements for sports officials.

AMATEUR STANDING OF OFFICIALS[1]

An official who wishes to maintain her amateur status as a participant in a sport must be aware of the ruling(s) on amateur status established by the governing body for that sport.

Amateur status may be defined by groups governing high school and college level competition. National organizations governing amateur competition may also have established rulings on the amateur status of the participant.

The official who wishes to maintain her status as a participant is responsible for investigating the specific regulations of the governing body who has jurisdiction over her eligibility as a participant.

Amateur Standing in Basketball, Track and Field, and Swimming

According to the Amateur Athletic Union, which has jurisdiction over amateur basketball, track and field, and swimming, any person receiving compensation for officiating in any sport renders herself ineligible for further amateur competition.

An official, without jeopardizing her amateur standing, may request, receive, or accept expenses in connection with her participation in any event which shall not exceed (a) her actual expenditures for travel (eight cents per mile or first class public transportation fare) and (b) her actual expenditures for maintenance up to a nonitemized total of $10 per day.

Amateur Standing in Softball

The Amateur Softball Association has taken the position that umpires who officiate softball games and are paid for their services do not professionalize themselves and are thereby eligible to participate in ASA competition.

Amateur Standing in Volleyball

According to the United States Volleyball Association, volleyball officials may get only transportation, meals, and lodging and may receive no honorarium if they wish to retain their amateur standing.

[1] For more complete details, see *JOHPER* 39: 24-27, October 1968.

HOW TO BECOME A RATED OFFICIAL

1. Study the rules, the article on the techniques of officiating, and the study questions.
2. Attend interpretations meetings and officiating clinics or training courses conducted in your vicinity.
3. Practice often. To some, officiating comes easily; to others it comes only as the result of hard work and concentration. Welcome criticism and work hard to improve.
4. Find out from the chairman of the nearest affiliated board when examinations for ratings are to be held. (Consult list of affiliated boards.)
5. Contact the chairman of the nearest affiliated board for materials necessary to give Intramural ratings.
6. Remember that it is the aim of the Officiating Services Area to maintain a high standard for National officials. Do not be discouraged if you do not receive a National rating on your first attempt. Welcome suggestions from the examiners, practice more, and try again.

INFORMATION FOR AFFILIATED AND PROVISIONAL BOARDS

An *affiliated* board is a board which has at least three National officials in a given sport; it is authorized to give ratings at all levels in that sport.

A *provisional* board is a board which has at least three Associate officials in a given sport; it is authorized to give ratings at the Intramural and Associate levels in that sport.

When OSA rating films are used as a medium for rating in synchronized swimming and gymnastics, these boards may award ratings at any level and do not need three National or three Associate officials.

An affiliated board which finds it cannot fulfill the requirements for retaining full affiliation may request permission from the OSA chairman to become a provisional board. An affiliated board may request provisional status in sports in which it has fewer than three National officials, while retaining full affiliated status in sports in which it has three National officials. Boards giving gymnastics and/or synchronized swimming ratings have affiliated status in those sports.

Boards are urged to promote the rating of Intramural officials by supplying examinations and practical rating forms to teachers in nearby schools. Fees to cover operating expenses may be charged to the candidates for these services. Records of all ratings must be kept by the boards.

Please write to the Officiating Services Area secretary for assistance in the organization of new groups desiring to become affiliated or provisional boards.

Badminton, Gymnastics,[1] Softball, Swimming, Synchronized Swimming,[1] Tennis, and Track and Field Ratings

A board does not need to have a specific number of officials in order to initiate ratings in these sports. Examinations will be sent to the board chairman when she makes application to the chairman of the Examinations and Ratings Committee *of the sport in which ratings are to be given.*

Examination packets are mailed according to the following schedule:

September 15–badminton, basketball, swimming, synchronized swimming, tennis, and volleyball
When rating film booking has been confirmed–gymnastics
November 15–track and field
January 15–softball

Choose at least three of the best qualified individuals to act as the examining committee for the sport. (After two years, if a board wishes to continue affiliation in a sport, it will be required to have at least three National officials in the particular sport.)

Basketball and Volleyball Ratings

To initiate ratings in basketball, an affiliated board must have three National officials, and a provisional board must have three officials with at least an Associate rating.

To initiate ratings in volleyball, an affiliated board must have one National official, and a provisional board must have one official with at least an Associate rating.

Emblem and Uniform

The emblem for National officials in all sports consists of a shield. Other emblems are available for Local, Associate, and Intramural officials.

The official uniform for basketball, volleyball, and track and field is a navy blue and white tailored shirt or navy blue and white jersey worn with either a navy blue tailored skirt, culotte, or kilt, and appropriate rubber-soled shoes, and socks. A navy blue blazer may complete the uniform if desired. Officials who receive fees for officiating are required to wear the official shirt.

The official shirt and white shorts or tailored skirt constitute the uniform for National swimming officials.

The official shirt and navy blue or white tailored skirt constitute the uniform for National tennis officials.

For softball, the umpires shall wear uniforms which are navy blue in color.

[1] See respective *Guides* for rating procedures.

The official shirts and emblems are available from The Hanold Company, Sebago Lake, Maine 04075. The company can also provide approved blazers. When ordering, send dress size and check or money order for correct amount. Anyone may order the official shirt. A current rating card must accompany an individual's order for an emblem; however, it is not necessary to send a rating card when ordering a shirt.

An affiliated board may wish to have a supply of shirts or emblems for distribution to newly rated officials. A quantity order may be placed *only* by the affiliated board chairman. It is not necessary that the chairman enclose her own rating card, but full payment must accompany the order.

Prices: Shirt $5.00; knit jersey, $8.00; doeskin blazer, $28.00; National and Junior National emblems, $1.75; Local, Associate, and Intramural emblems, $1.

Shipping Charge: 75¢ per order.

HOW TO ESTABLISH A BOARD OF OFFICIALS

1. Establish the need for an affiliated board by contacting women in the area who have current ratings or who are interested in standardizing and raising the level of officiating badminton, basketball, gymnastics, softball, swimming, tennis, track and field, or volleyball in that area.
2. Write to the Officiating Services Area Secretary, listed in the Officiating Services Area section of this *Guide*, for a sample copy of an authorized constitution for officials' boards and the Policies and Practices Handbook and application for becoming an affiliated board.
3. At a designated meeting of interested women, present plans for forming a board.
   a. Choose a name which will permit expansion of function as need may arise; do not limit title to one sport.
   b. From the group, elect a chairman, chairman-elect, secretary, and treasurer.
   c. Form an examining committee of at least four members. If any member has been rated elsewhere, her experience should be helpful; such a rating is not necessary, however, except in basketball and volleyball. (See 4 below.) It is suggested that members of the examining committee be examined and obtain ratings from other affiliated boards whenever possible.
   d. Make plans for drawing up a constitution according to the sample copy received from the Officiating Services Area.

   Plan to devote some time to the study of the rules and to practice officiating. If possible, secure the assistance of some

rated official in each sport for which the Board anticipates giving ratings.

4. Send to the Officiating Services Area Secretary the completed application form, two copies of the local constitution, and a check for $5 annual dues (made payable to the Officiating Services Area). If *basketball* ratings are to be given, an affiliated board must send a list of three National officials, and a provisional board must send a list of three officials with at least an Associate rating. If *volleyball* ratings are to be given, an affiliated board must send the name of one National official, and a provisional board must send the name of one official with at last an Associate rating. A list of four interested women must be sent if the board wishes to give rating in sports other than basketball or volleyball. If a board wishes continued affiliation in any sport, at the end of two years, an affiliated board will be required to have at least three National officials; a provisional board will be required to have at least three officials with at least an Associate rating. Approval of the application will come from the Officiating Services Area Chairman who will request that examination packets be sent to your Affiliated Board Chairman for all sports in which your Board is authorized to give ratings. The process of accepting an application for affiliation of a new Board and of requesting that the proper examination packets be sent ordinarily takes several weeks. Prospective Boards, therefore, should file for affiliation at least a month before they wish to hold rating sessions.
5. Administer Form A of the National Theoretical Examination. To cover the operating expenses, charge a small fee payable at the time of taking the written examination. Form B of the National Theoretical Examination may be administered to those who did not pass Form A.
6. Conduct practice sessions in rating officials. All persons on the examining committee who have not previously rated officials should have a minimum of three practice sessions prior to actually rating. Secure the assistance of a rated official in these practice sessions if at all possible.
7. Give practical examinations to individuals who pass the written examination. These should be conducted by three members of the examining committee.
8. Request appropriate rating cards from the OSA Secretary for distribution to those who pass the theoretical and practical examination.
9. Send lists of approved officials to schools and other organizations in the area. This notice should indicate the maximum fees for officiating in accordance with the OSA policy and should

give the name, address, rating, and telephone number of each official.

10. Keep accurate lists of all persons receiving ratings. Forward these lists to the chairmen of the Examinations and Ratings Committees in those sports in which your Board was authorized to give ratings.

SOURCES OF INFORMATION AND MATERIAL

Information Needed	Source
Board Policy	Officiating Services Area Chairman
Policies and practices handbook	Officiating Services Area Secretary
Rules interpretation	DGWS rules interpreter for each sport. Secure the name from the current *Guide* of the sport.
Expansion and affiliation	Officiating Services Area Secretary
Dues	Officiating Services Area Treasurer
Officiating standards for each sport	Chairman of the Principles and Techniques of Officiating Committee
National Honorary rating	Past Chairman of the Officiating Services Area

Materials Needed	Source
Rating cards	Officiating Services Area Secretary
Examination material	Examinations and Ratings Chairman for the sport in which examinations are desired
DGWS *Guides*	DGWS-AAHPER, 1201 Sixteenth St., N.W., Washington, D.C. 20036
Uniforms and emblems	The Hanold Company, Sebago Lake, Maine 04075

Officiating Services Area officers are listed under Officiating Executive Board in this *Guide*.

Softball Study Questions
1970-72

Directions:

Part I pertains to decisions an umpire may make regarding baserunning. Select the proper decision from the six listed, and write the answer in the blank before the question. There is only one best answer which should be based on the situation as it is described with no intervening circumstances. Assume that no conditions exist other than those stated.

Code:

S – Runner is safe
O – Runner is out
AB – Runner may advance one base without liability of being put out
AXBL – Runner may advance any number of bases with liability of being put out
FA – Runner forced to advance to next base
NA – Runner may not advance to next base

Questions:

1.____ There is one out and a runner on first base; the batter hits a foul tip.
2.____ The runner on first leads off the base. The pitcher does not play her back. As the pitcher prepares for the next pitch, the runner steals second.
3.____ With second and third bases occupied, the batter steps on home plate and hits a fair ball past the shortstop.
4.____ A fair hit ball hits an umpire in fair territory before it is fielded by the shortstop.
5.____ With a runner on first base, a pitched ball hits home plate and then hits the batter on the leg as she tries to avoid it.
6.____ There is a runner on first base. The batter bunts and the catcher throws the ball past first base into right field.
7.____ The runner takes a lead-off from second base and is struck by a batted ball before the shortstop has had an opportunity to field it.
8.____ A baserunner slides safely into second base and dislodges the base. Before she can regain contact, the shortstop tags her.

9.____ The third base coach runs toward home as her runner prepares to tag up at third base on a fly ball to center field.
10.____ On a single to right field, the runner rounds second base and collides with the shortstop.
11.____ As a runner begins to steal second, the umpire accidentally hits the catcher's throwing arm as she throws to second.
12.____ The runner on third base leads off in foul territory; she is hit with a batted ball.
13.____ With a runner on first base and one out, the batter swings and misses the third strike. The catcher drops the ball.
14.____ On a play made on the batter-baserunner at first base, the ball goes over the baseman's head and comes to rest against a concession stand.
15.____ The runner on second base attempts to steal third. As the batter swings, the catcher tips her bat and then throws the ball to the third baseman who tags the runner before she reaches third.

Directions:

✓ Read all questions carefully. Select the one item which best answers the question.

16. There are runners leading off first and third. The pitcher plays back the runner on third. She then plays the runner on first back to her base. While she is standing just off the pitcher's plate, the runner on third starts for home and scores. What is the decision?
    a. The run scores; ball is in play.
    b. The ball is dead; baserunner is out.
    c. The run scores; ball is dead.
    d. The runner must return to third base.
17. Which of the following is not considered grounds for a protest?
    a. Misinterpretation of a playing rule
    b. Failure to impose an immediate penalty for interference
    c. Failure to impose the correct penalty for a given violation
    d. Failure of an umpire to apply the correct rule to a given situation
18. With runners on first, second, and third, the batter bunts. The ball hits in foul territory before rolling into fair territory where it is picked up by the first baseman. What is the decision?
    a. Ball is dead; a strike is called.
    b. Ball is declared fair; runners may not advance at own risk.

c. Ball is declared foul; runners may not advance.
d. Ball is declared fair; runners may advance at own risk.

19. There are runners on first and second bases with one out. The batter hits a fair fly ball to the third baseman who intentionally drops the ball. What is the decision?
    a. The batter is out; runners may not advance.
    b. The batter is out; runners may advance at their own risk.
    c. Batter becomes a baserunner; runners advance one base without liability to be put out.
    d. Batter becomes a baserunner; runners may advance with liability to be put out.

20. In the backswing of a windmill pitch, the ball slips out of the pitcher's hand and rolls behind her. What is the decision?
    a. No pitch is declared; baserunners may not advance.
    b. There is no effect on batter; baserunners may advance with liability to be put out.
    c. Illegal pitch is declared; a ball is called on batter; baserunner may advance one base without liability to be put out.
    d. Illegal pitch is declared; count remains the same on batter; baserunners advance one base without liability to be put out.

21. An outfielder is removed from the game because of an injury. How may she again participate?
    a. As a pinch runner
    b. As a courtesy runner
    c. As a coach
    d. Not at all

22. While in the pitching position, the pitcher takes one hand off the ball and steps back off the pitcher's plate. What is the decision?
    a. A no pitch is declared.
    b. A ball is called on the batter; baserunners advance one base without liability of being put out.
    c. A ball is called on the batter; baserunners may advance at their own risk.
    d. A ball is called on the batter; baserunners may not advance.

23. With runners on first and second, the batter strikes at a pitch. She is hit on the wrist with the ball. What is the decision?
    a. Ball is dead; batter is out.
    b. Ball is in play; baserunners may advance at their own risk.

c. Ball is dead; baserunners may not advance.
d. Ball is dead; batter advances to first base.

24. The batter swings and misses the first pitch as the runner on first steals second. It is discovered that the wrong batter is at bat. What is the decision?
    a. Runner remains on second; batter who should have hit is out; present batter continues.
    b. Runner returns to first; batter who should have hit is out; present batter continues.
    c. Present batter is out; runner returns to first.
    d. Correct batter replaces present batter; count remains strike one; runner remains on second.
25. The home team leads 7-6 at the end of four and one-half innings. The umpire calls the game due to rain as the visitors take the field. What is the decision?
    a. Visitors may protest the umpire's decision.
    b. Game will be continued later.
    c. Game will be replayed.
    d. The home team wins.
26. There is a runner on third base. The batter bunts the ball along the first baseline, but when dropping her bat it contacts the ball and sends it into foul territory. What is the decision?
    a. The batter is out; runner may not advance.
    b. The batter is out; runner may advance with liability to be put out.
    c. The batter must be put out at first; runner may advance with liability to be put out.
    d. The ball is declared foul; runner may not advance.
27. With two outs and runners on second and third, the batter hits a long drive over the head of the left fielder. As she circles the bases, the batter-baserunner fails to touch third. The opposing team registers a legal appeal. What is the decision?
    a. Both runs scored by original baserunners count; the batter becomes the third out.
    b. None of the runs which scored counts.
    c. Both runs scored by original baserunners count; the batter-baserunner must return to third base.
    d. Runner from third scored, other runner must return to base.
28. There are runners on first and second with one out. The catcher attempts to throw out the runner stealing third but the ball hits the base umpire. The runner scores. What is the decision?
    a. Ball is dead; runners must hold bases.
    b. Ball is in play; runners advance with liability to be put out.

c. Ball is in play; runner must remain on second base.
d. Ball is in play; runners advance without liability to be put out.

29. Which of the following calls can be made by either the plate umpire or base umpire?
    a. First and third bases occupied; appeal play at third base
    b. Deciding whether a fly ball has been legally caught
    c. Call a runner out for leaving the base too soon
    d. Determine whether a fly ball is fair or foul
30. Where should the base umpire stand with runners on second and third and one out?
    a. Behind the shortstop
    b. Behind the second baseman
    c. Behind first base in foul territory
    d. Between the pitcher and second base

ANSWERS TO STUDY QUESTIONS

	Answer	Rule Reference
1.	AXBL	4–23; 7–10 effect; 9–2c
2.	AXBL	8–9r
3.	NA	7–1a effect
4.	NA	8–2f effect; 8–7f
5.	FA	8–2g effect; 8–5d effect; 8–7g effect
6.	AXBL	8–3b
7.	O	8–9j
8.	S	8–10k
9.	O	8–9n
10.	AB	8–5b
11.	NA	8–7d
12.	NA	7–9d effect (3)
13.	AXBL	7–6b effect (2)
14.	AB	8–5h effect; 4–9
15.	NA	8–5d effect
16.	b	8–9r effect
17.	b	11–2a, b, c
18.	d	7–8a

19.	b	7–12g
20.	b	8–3d
21.	c	3–3e
22.	b	6–1a effect
23.	c	7–6e
24.	d	7–2b, c effect (1)
25.	d	5–3c
26.	a	7–5
27.	a	8–9g effect (3)
28.	b	9–2f
29.	c	10–1b
30.	a	PTO–V

INTERPRETATIONS

Inquiries concerning softball study questions or examinations should be addressed to the chairman of the Softball Examinations and Ratings Committee, Lorene Ramsey, Illinois Central College, East Peoria 61611

Techniques of Officiating Softball

Revised by the PRINCIPLES AND TECHNIQUES OF OFFICIATING COMMITTEE*

Umpiring softball is an enjoyable and rewarding job although it is not an easy one. Varying situations, games, and levels of play demand of the umpire constant alertness to each play as well as a thorough knowledge of the rules and of the game. In softball, decisions must be made while play goes on, whereas in other sports the official usually uses a whistle and stops play to render a decision. Clearly defined techniques, precisely and constantly used, are important factors in the successful conduct of a softball game for both the players and the spectators, as well as a source of confidence for the umpire.

Number of Umpires

The use of two umpires is the generally accepted practice in handling softball games, although more may be used. (Sometimes it is necessary to use only one umpire when more are not available. In this case the position for the single umpire is behind home plate, except when she must move for a clear view of a play occurring on the bases. Although the position of the single umpire behind the pitcher is sometimes used, it is not recommended.)

General Information

For the pregame routine and the duties and responsibilities of the umpires, see Rule 10, Umpires, General Information for Umpires, and all sections of that rule.

Upon arrival at the ballpark, the umpire should confer with the other umpire, coaches, and scorekeeper and have her equipment ready. Her costume should be the official blouse and skirt and clean tennis shoes and white socks if she is receiving compensation as a rated DGWS umpire. As personal equipment the plate umpire must be sure to have a ball and strike indicator, a whisk broom, mask and body protector. Each umpire should also have a copy of the current *DGWS Softball Guide*.

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*The P & T of O committee appreciated the assistance of Mr. DeWayne Gailliaert, a registered ASA umpire, in the revising of the above article. He is coordinator and supervisor of umpires for the Peoria Park District and is the Rules Interpreter for the Illinois High School Association.

After the game the plate umpire should collect the game balls and deliver them to the proper person. She should then check the scorebook with the scorer. Neither umpire should linger on the field or engage any person in a discussion of the game. If a coach or player, however, asks a question about a specific decision, the umpire should answer it politely.

Certain general techniques apply to both umpires and are essential for good umpiring:

1. Be neat in costume and dignified in manner.
2. Be alert, consistent, fair, prompt, and accurate in all decisions. Try to be with or ahead of the play. If an error is made, correct it promptly.
3. Display confidence, work "with" the teams, and keep the game under control.
4. Announce decisions promptly in a clear, distinct voice and use proper hand signals.
5. Avoid arguments, personal comments about the game or players, and anything else which might interfere with judgment.
6. Keep apart and aloof from players, coaches, and spectators; do not fraternize or be officious.
7. Work cooperatively with the other umpire; do not comment on her decisions.
8. Use signals to assist each other in calling plays (such as catcher interference, batted ball hitting batter, illegally caught foul tip, runner interference, and others) if either umpire is blocked out of the play.

The Plate Umpire

The plate umpire (P) is the one in charge of the game and has the responsibility for seeing that the games moves along rapidly and safely.

For specific duties of the plate umpire see Rule 10, Section 2.

The following general suggestions should help the plate umpire in the smooth, safe conduct of the game:

1. Try to keep the players hustling at all times, but especially between innings, avoiding unnecessary delays (such as lengthy conferences between coaches and pitchers) or the use of delaying tactics.
2. Limit the number of announcements of changes in line-ups to two.
3. Brush the home plate clean between innings. (If it is necessary to clear it of dirt while play is in progress, call "Time," walk out in front of home plate, and turn your back to the pitcher while you brush the plate.)

4. See that the field and surrounding area are kept clear of all debris and loose material, such as paper, bats, balls, jackets, and tarpaulins.
5. Keep the field clear of spectators.
6. See that bats are kept in bat racks or other appropriate places provided for them, away from the field.
7. See that the "on deck" batter stays in the batting circle while awaiting her turn at bat.
8. Prohibit start of play if no home team is designated or suspend or discontinue play when field or weather conditions present a hazard to the safety of players. After "play ball" has been called, the umpire shall be the sole judge as to the fitness of the ground for resuming play.
9. To indicate a foul, the umpire should call "Foul ball" and extend her arm horizontally away from the diamond, according to the direction of the ball. To indicate a fair ball, the umpire shall extend her arm toward the center of the diamond. Do not say "Fair ball." The vocal sound of "foul" and "fair" is very confusing to the players.

Position at Home Plate. The plate umpire should stand behind home plate one to two feet behind the catcher and in such position that she can look over the head or shoulder (nearer the batter) of the catcher to see the plate, the batter, the pitcher, the foul lines, the bases, and the field.

For calling balls and strikes, the instant the pitcher steps on the rubber and assumes a position of readiness to pitch (ball in both hands in front of body), the plate umpire should move into a slight crouch with the upper part of the body inclined a little forward, eyes closely fixed on the pitcher and the ball. She should attempt to align herself with the pitch. If the pitch is low, she must crouch; if it is high, she must straighten up. If the pitch is on the outside or inside corner of the plate, she must bend sideward at the waist to align her eyes with the pitch.

For official signals, see Rule 10, Section 6. On an infield fly situation, the plate umpire should immediately call "Infield fly, batter is out," if fair. On borderline foul ball decisions, the plate umpire should align herself with the foul line and give the signal for the "foul" or "fair" ball as soon as the ball touches the ground or any other object.

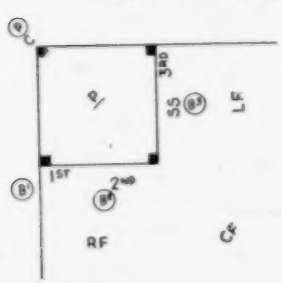
The Base Umpire

The base umpire has the specific responsibility for rendering all decisions at first base and all decisions at second and third base except those made by the plate umpire.

The following suggestions should help the base umpire render the correct decision:

1. Brush the pitcher's plate between innings. .
2. Call all "steal and pick off" plays including plays at third base.
3. Stay in the outfield when the ball is in play in the infield.
4. Come into the infield when the ball is in play in the outfield.
5. Whenever it is necessary to come into the infield, keep the play in full vision. Always position the body so that the back is never completely turned on either the ball being fielded or the base(s) at which a play might be made. Try to be "set" and not moving when the call is made.
6. Be alert to position so as to be out of the line of the throw for any initial or follow-up play. Also, whenever possible, be out of the line of any potential overthrow.

I Basic Positions of the Base Umpire Before the Pitch



B^1 –No runners
B^2 –Runner on 1st base
B^3 –Runner on 2nd or 3rd or 1st and 2nd or 1st, 2nd, and 3rd bases

Positions in the Field

A stationary position will not suffice for an umpire. Proper position on the field fluctuates with changing situations which arise during the game. The positions illustrated in the following diagrams have proved to be highly successful in all levels of competition.

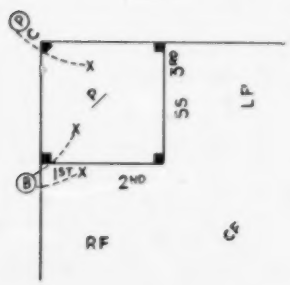
The X positions shown are somewhat relative to the situations as they evolve. Slight variations may be necessary because of such factors as the speed and angles of throws. However, the base umpire is obligated to obtain the best possible angle from which to see each play.

With bases empty, the base umpire should stand 10 to 15 feet beyond first base with right foot beside the foul line in foul territory (B). She then moves according to the hit and the number of bases

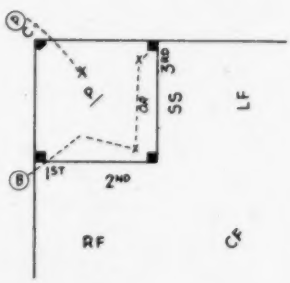
run by the runner. To call plays at first base on infield grounders, the base umpire must be at a point about four or five feet from the foul line (X) and on the outside of the baseline.

II No Runners on Base

Ball hit to outfield.
Play made at 2nd or 3rd base.



Ball hit to outfield.
Play made at 2nd or 3rd base.



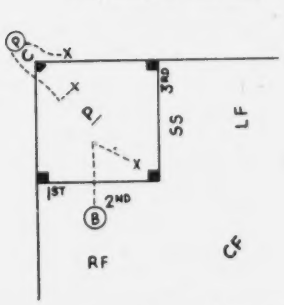
The position inside the foul line and inside the base line should be used for all plays originating on routine ground balls to the second baseman which are played outside the base line. The position outside the baseline is recommended for all bunt situations and all balls played inside the base lines. If the ball is hit to the outfield, she should cross the diamond in the direction of the pitching rubber to a spot about five to ten feet to the infield side of the base line between first and second bases. She should turn to the right to see that the runner touches first base and that no interference takes place around the bag. If a runner goes on to second base, the umpire should move toward the base ahead of the runner, staying in the infield and stopping about five feet from second base to call the play (X). If the runner continues to third base, the umpire must then move toward that base in the same manner, staying ahead of the runner and inside the infield (X') (see diagram on preceding page). On balls hit to the infield the plate umpire should move to the 1B side of home plate and directly toward the mound. On balls hit to the outfield she should move to the 3B side of home plate and directly toward the mound and watch the runner contact each base. The plate umpire must be moving on all plays in order to make a call should the base umpire get caught out of position.

With runners on base, the base umpire takes a position according to the number of bases occupied and moves according to the type of hit and resulting play. She should see that runners do not leave base too soon, while the plate umpire should concern herself primarily with the legality of the pitcher's motion and delivery. The base umpire needs to maintain a position in which she has a good perspective of both the pitcher and the baserunners. Also, the base umpire should avoid obstructing the vision of an outfielder when positioning herself behind either the second baseman or shortstop. In certain highly competitive games or games with highly skilled players, it may be necessary for the base umpire to adjust her positions according to the type of play to be more nearly "on top of a play" when calling it.

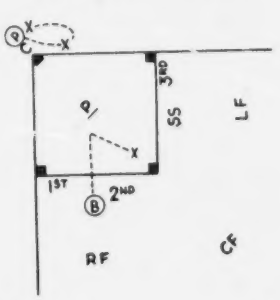
With a runner on first base only, the base umpire takes a position behind the second baseman and approximately halfway between first and second base. On an attempted steal, she moves toward second base to a position about five feet from that base. On a ball hit to the infield, she waits until she sees where the play will be and then moves toward the play; she should not attempt to guess where the fielder will throw the ball. On a ball that is hit to the outfield, she moves to the center of the diamond, halfway between first and second base. If the ball lands in fair territory, she checks to see if the runner from first base touches second base, and then watches the batter-baserunner touch first base. The plate umpire should move toward the pitcher's mound and be ready to make a call should a situation develop which would prevent the base umpire from making the call.

III Runner on First Base

Ball hit to outfield.
Play made at 2nd base.



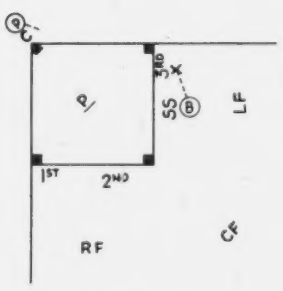
Ball hit to outfield.
Play made at home plate.



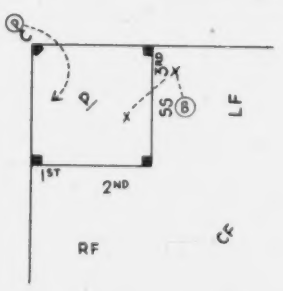
With a runner on second base or runners on first and second, the base umpire takes a position behind the shortstop slightly toward second base, but should be prepared to move quickly to third base on an attempted steal play. On a ground ball in the infield, the base umpire is responsible for the first play in the infield, plus all plays at first base. With a batted ball in the infield, the base umpire must hesitate until the fielder throws to a baseman and then she should move in the direction of the play. To avoid interfering with the runner, the base umpire should remain outside the base line until the runner has advanced toward third base. The plate umpire should move to the 3B side of home plate and to the inside of the diamond toward the mound until the play at 3B has been made and then take a few steps toward 1B to watch play being made at 1B. If the play does not develop at 1B or a play must be made at HP she is still in good position to make the call. The plate umpire can make the calls at 1B or 3B should a situation develop in which the base umpire is unable to make the call.

IVa Runner on Second Base

Steal play at 3rd base



Ball hit to infield.
Play made at 3rd and 1st base.



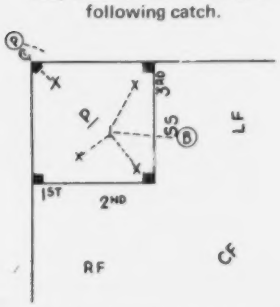
On a ball in the outfield, the base umpire should move in the direction of the pitching rubber to a spot about five to ten feet to the infield side of the base line between second and third base. The base umpire should observe the batter-baserunner touch first base.

If a fly ball occurs, she should watch the tag-up of the runner(s) and call any plays which result after the catch. If a base hit occurs, the plate umpire watches the runner from second to third and to

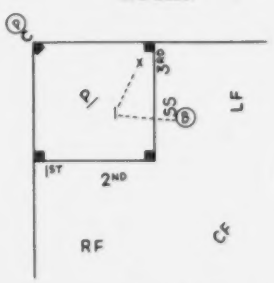
home, if necessary. In this instance the base umpire is responsible for calling all plays on the runner who started at first and the batter-baserunner.

IVb Runners on First and Second Base

Fly ball hit to outfield.
Play made at 1st or 3rd base following catch.



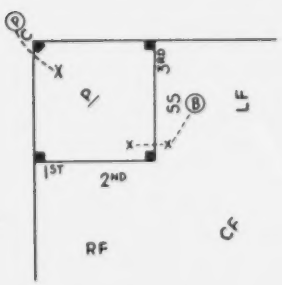
Base-hit ball hit to outfield.
Play made to home and back to 3rd base.



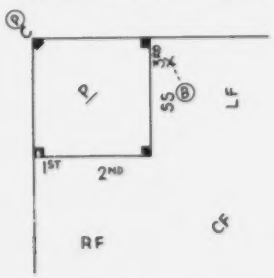
With a runner on third, first and third, second and third, or bases loaded, the base umpire should take a position behind the shortstop (umpire should check to be sure that she is not a hindrance to the shortstop and/or left fielder), slightly toward third base and approximately halfway between second and third base. On a pick-off

V Runners on First and Third Base

Pick-off play at 3rd base.



Ball hit to infield.
Play made at 2nd and 1st base.

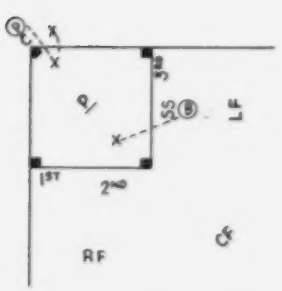


play at third base, the base umpire needs to move directly toward the base (avoid blocking the shortstop who will be moving to back up the play) to call the tag play. With a batted ball in the infield, the base umpire should hesitate and then move in the direction of the play as the infielder throws to a baseman.

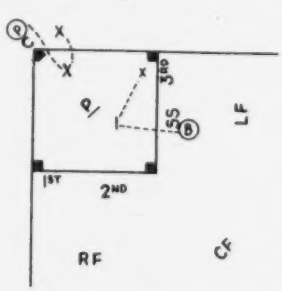
With runners on first, second, and third base, and the ball batted into the outfield, the base umpire should move into the infield and be ready to move toward a tag play at any base. The base umpire should move to the spot about five to ten feet from the pitching rubber, between second and third base, the same as she did with a runner only on second base. The base umpire is responsible for all three bases because the plate umpire must be in position at home plate to call the plays that occur there, though the plate umpire watches the runner at third tag up on all caught flies. The plate umpire moves to a position toward the mound to be ready to make a call should a situation develop which would prevent the base umpire from making the call. The umpire can return to his position to make calls at home.

VI Runners on First, Second, and Third Base

Ball hit to infield.
Play made at 1st base.



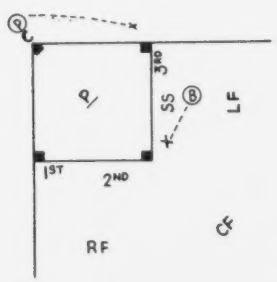
Ball hit to outfield.
Play made at 3rd base.



Continuous Play Involving Both Umpires

When the initial play is made to first base the base umpire makes the call. If a play is made on a runner going to third base, the plate umpire makes the decision.

VII Runner on Second, or First and Second
Play made at 1st base and then 3rd base.



Both Umpires

In addition to their joint responsibilities (see Rule 10, Section 1) and effective sharing of them, there are certain general umpiring techniques contributing to good officiating which are applicable to both umpires.

On plays at bases, the umpires must move so that they have an unobstructed view of the ball, the base, and the runner. At the same time they must avoid interfering with any player. For example, on a play on the batter-baserunner at first base, the umpire should watch the fielder throw the ball and then focus her eyes on the base. She must listen for the impact of the ball hitting the fielder's glove, and glance up quickly to see if the fielder drops the ball or juggles it. This procedure permits watching the runner's foot hit the base, and also seeing whether the fielder's foot is in contact with the base when the ball is caught. The umpire should not block the path of a runner who is exercising her right of overrunning first base.

On a tag play, the umpire should be within five feet of the play, if at all possible, and should focus her attention on the baseman, not the base.

On an appeal play, the umpires should not render a decision until the fielding team calls attention to it (before delivery of next pitch) and the proper play has been made. The umpires should avoid calling "time" if an appeal play is possible.

Proper techniques of umpiring should be used in all games in order to develop competency in umpiring as well as to contribute to a good softball game for all concerned.

Official 1972-1974 Softball Rules for Girls and Women

With permission of, and approved by, the International Joint Rules Committee on Softball

★ **Indicates new rule**

RULE 1. THE PLAYING FIELD

Section 1. The playing field is the area within which the ball may be legally played or fielded. The playing field shall have a clear and unobstructed area within a radius of 200 feet from home plate between the foul lines. Outside the foul lines and between the home plate and the backstop, there shall be an unobstructed area not less than 25 feet in width.

Section 2. Ground or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area. Any obstruction less than 200 feet from home plate should be clearly marked for the umpire's information.

Section 3. The official diamond shall have 60-foot base lines with a pitching distance of 40 feet for women and 46 feet for men.

Section 4. The layout of the diamond is shown in Figures 1 through 3. To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of the home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord at 46 feet (40 feet for women), 60 feet, 84 feet 10¼ inches, and at 120 feet.

Place the cord (without stretching) along the direction line and at the 46-foot marker, place a stake; this will be the front line at the middle of the pitcher's plate. Alone the same line, drive a stake at the 84-foot 10¼ inch mark; this will be the center of second base.

Place the 120-foot marker at the center of second base. Taking hold of the cord at the 60-foot marker, walk to the right of the

[1] Since the rules of the IJRC on Softball govern play for both men and women, the masculine gender is used throughout.

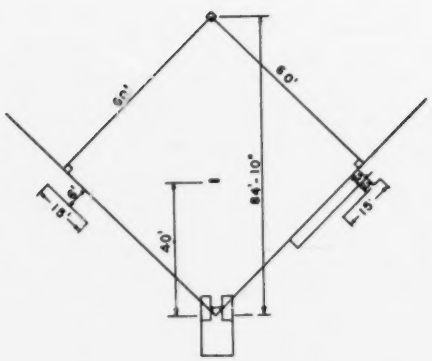


Figure 1.
Playing field.

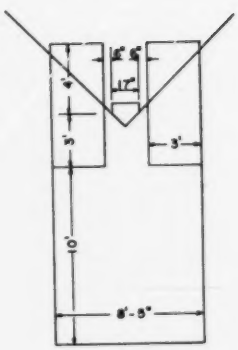
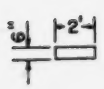


Figure 2.
Details of
home plate.



Pitcher's
plate.

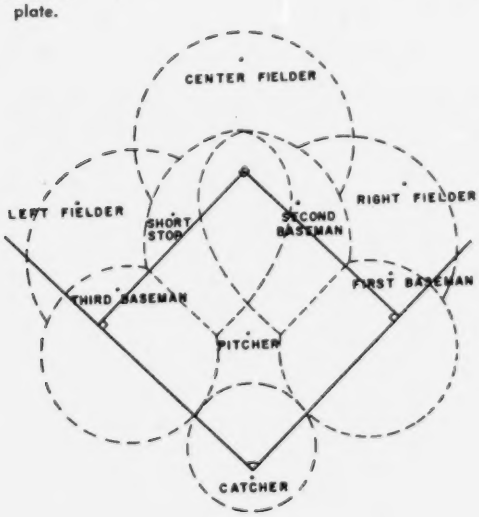


Figure 3.
Playing area
on softball
diamond.

direction line until the cord is taut and drive a stake at the 60-foot marker; this will be the outside corner of first base, and the cord will now form the lines to first and second bases. Again holding the cord at the 60-foot marker, walk across the field and in like manner mark the outside corner of third base. Home plate, first, and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot marker at third base. The 60-foot marker should now check at home plate and second base.

Check all distances with a steel tape whenever possible.

The 3-foot line is drawn parallel to, and 3 feet from, the base line, starting at a point halfway between home plate and first base.

The batter's box, one on each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line of the box shall be 4 feet in front of a line drawn through the center of home plate.

The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.

The coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to, and 6 feet from, the first and third base lines, extending from the bases toward the home plate.

RULE 2. EQUIPMENT

★**Section 1. The official bat** shall be round, made of one piece of hard wood, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat. Any such laminated bat shall contain only wood or adhesive, except for a clear finish. The bat shall be no more than 34 inches long and not more than 2-1/8 inches in diameter at its largest part. A tolerance of 1/32 inch is permitted to allow for expansion. The bat shall have a safety grip of cork, tape, or composition material. The safety grip shall not be less than 10 inches long, and shall not extend more than 15 inches from the small end of the bat. A plastic cap may be attached to the handle end of the bat. It shall not extend more than two inches from the top of the bat. The bat shall be marked "Official Softball" by the manufacturer.

The bat may be made of metal and must conform to all above specifications except: the body of the bat shall be made of a seamless one piece sturdy metal tube open at both ends. There shall be a metal or wooden insert firmly secured at the handle end which shall extend beyond the end of the metal tube a distance not more than 3 inches, and shall extend into the tube not less than 1½ inches. There shall be a rubber insert firmly secured at the large end of the bat

which shall extend beyond the end of the metal tube a distance not less than 1 inch. It is not the intent of the rule change allowing metal bats to discriminate against the use of the slip-on rubber grip.

★**Section 2. The official softball** shall be a regular, smooth-seam concealed stitch or flat-surfaced ball, not less than 11-7/8 inches, nor more than 12-1/8 inches, in circumference, and shall weigh not less than 6¼ ounces nor more than 7 ounces. The center of the ball may be made of either #1 quality long-fibre kapok or a mixture of cork and rubber, hand or machine wound with a find quality twisted yarn and covered with latex or rubber cement. The cover of the ball shall be the finest quality #1 chrome tanned horsehide or cowhide, cemented to the ball by application of cement to the underside of the cover and sewed with waxed thread of cotton or linen.

Section 3. The home plate shall be made of rubber or other suitable material. It shall be a five-sided figure 17 inches wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's boxes and shall be 8½ inches long. The sides of the point facing the catcher shall be 12 inches long.

Section 4. The pitcher's plate shall be of wood or rubber, 24 inches long and 6 inches wide. The top of the plate shall be level with the ground and the front line of the plate shall be 40 feet from the outside corner of home plate (46 feet for men).

Section 5. The bases, other than home plate, shall be 15 inches square and shall be made of canvas or other suitable material. The bases should be securely fastened in position.

Section 6. Gloves may be worn by any player, but mits may be used only by the catcher and first baseman. No top lacing, webbing, or other device between the thumb and body of a glove or mitt worn by a first baseman or other fielder shall be more than 4 inches in length.

Section 7. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials. The soles may be either smooth, or with soft or hard rubber cleats. Ordinary metal sole and heel plates may be used if the spokes on the plates do not extend more than 3/4 inch from the sole or heel of the shoe.

Section 8. Masks must be worn by catchers, and women catchers must wear both masks and body protectors. As a precaution against injuries and infection, it is recommended that women players wear knickers or full-length trousers.

Section 9. No equipment shall be left lying on the field, either in fair or foul territory.

RULE 3. PLAYERS AND SUBSTITUTES

Section 1. A team shall consist of nine players, whose positions shall be designated as follows: pitcher, catcher, first baseman, second baseman, third baseman, shortstop, left fielder, center fielder, and right fielder. Players of the team in the field may be stationed anywhere on fair ground. The pitcher, in delivering the ball to the batter, must be in legal pitching position and the catcher must be in his box.

Section 2. A team must have nine players to start or to continue a game.

Section 3. A player shall be officially in the game when his name has been entered on the official scoresheet or has been announced. A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern the substitution of players:

a. The captain of the team making the substitution must immediately notify the umpire who will suspend play and announce the change to the spectators.
b. Substitute players will be considered in the game as follows:
   (1) *If a batter,* when he takes his place in the batter's box.
   (2) *If a fielder,* when he takes the place of the fielder substituted for.
   (3) *If a runner,* when he replaces the runner on the base that runner is holding.
   (4) *If a pitcher,* when he takes his place on the pitcher's plate.
c. Each pitcher whose name has been entered on the scoresheet, who has been announced, or who has taken his place on the pitcher's plate, must pitch until the first batter facing him has completed his turn at bat or the side has been retired. Any other player may be removed from the game at any time.
d. Whether announced or unannounced, any play made by, or on, the substitute player shall be legal.
e. A player removed from the game shall not participate in the game again except as a coach.
f. No player shall take a position in the batter's line of vision, or with deliberate intent, act in a manner to distract the batter. *Effect:* the offender shall be removed from the game.

RULE 4. DEFINITIONS

Section 1. Appeal play. An appeal play is a play upon which an umpire cannot made a decision until requested by a player. The appeal must be made before the next ball is delivered to the batter.

Section 2. Base on balls. A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls.

Section 3. Base path. A base path is an imaginary line three feet to either side of a direct line between the bases.

Section 4. Baserunner. A baserunner is a player of the team at bat who has finished his turn at bat, reached first base, and has not yet been put out.

Section 5. Batted ball. A batted ball is any ball that hits the bat or is hit by the bat and which lands either in fair or foul territory. No intention to hit the ball is necessary.

Section 6. Batter's box. The batter's box is the area to which the batter is restricted while in position with the intention of helping his team to obtain runs.

Section 7. Batter-baserunner. A batter-baserunner is a player who has finished his turn at bat but has not yet been put out or touched first base.

Section 8. Batting order. The batting order is the official listing of offensive players in the order in which members of that team must come to bat.

Section 9. Blocked ball. A blocked ball is a batted or thrown ball that is touched, stopped, or handled by a person not engaged in the game, or which touches any object which is not part of the official equipment or official play area.

Section 10. Bunt. A bunt is a legally tapped ball not swung at but intentionally met with the bat and tapped slowly within the infield.

Section 11. Catch. A catch is a legally caught ball which occurs when the fielder catches a batted or thrown ball with his hands or glove. If the ball is merely held in the fielder's arm or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not completed until the ball is in the grasp of the fielder's hands or glove.

Section 12. Catcher's box. The catcher's box is that area within which the catcher must stand while, and until, the pitcher delivers a pitched ball.

Section 13. Coach. A coach is a member of the team at bat who takes his place within the coach's lines on the field to direct the players of his team in running bases.

★**Section 14. Dead ball.** Ball is not in play and is not considered in play again until the pitcher holds it in pitching position and the umpire has called "play ball."

Section 15. Defensive team. The defensive team is the team in the field.

Section 16. Double play. A double play is a play by the defense in which two offensive players are legally put out as the result of continuous action.

Section 17. Fair ball. A fair ball is a batted ball that settles on fair territory between home and first base or home and third base; or that is on or over fair territory including any part of first and third base when bounding to the outfield; or that touches first, second, or third bases; or that, while on or over fair territory, touches the person of any umpire or player: or that while over fair territory, passes out of the playing field beyond the outfield fence.

Section 18. Fair territory. Fair territory is that part of the playing field within, and including, the first and third base foul lines from home base to the bottom of the extreme playing field fence and perpendicularly upwards.

Section 19. Fielder. A fielder is any player of the team in the field.

Section 20. Fly ball. A fly ball is any ball batted into the air.

Section 21. Force-out. A force-out is an out which can be made only when a baserunner loses the right to the base which he is occupying because the batter becomes a baserunner, and before the batter or a succeeding baserunner has been put out.

Section 22. Foul ball. A foul ball is any batted ball that settled on foul territory; or which is first touched by a fielder in foul territory; or which does not conform to the requirements of a fair batted ball.

Section 23. Foul tip. A foul tip is a foul ball which goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught.

Section 24. Home team. The home team is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

Section 25. Illegally caught ball. An illegally caught ball occurs when a fielder catches a batted or thrown ball with his cap, glove, or any part of his uniform while it is detached from its proper place.

Section 26. In flight. In flight describes any batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

Section 27. In jeopardy. In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

Section 28. Infield. The infield is that portion of the field which is included within the diamond made by the base lines.

Section 29. Infield fly. An infield fly is a fair hit ball, other than a line drive or bunted fly ball, that is caught or, in the opinion of the umpire, could be easily handled by an infielder.

Section 30. Inning. An inning is that portion of a game within which the teams alternate an offense and defense, and in which there are three outs for each team.

Section 31. Interference. Interference is the act of a defensive player which hinders or prevents a batter from striking or hitting a pitched ball, or the act of an offensive player which impedes, hinders, or confuses a defensive player while attempting to execute a play.

Section 32. Legal touch. A legal touch occurs when a runner or batter-baserunner who is not touching a base is touched by the ball while it is securely held in the fielder's hand. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the runner to be touched with the hand or glove in which the ball is held.

Section 33. Legally caught ball. A legally caught ball occurs when a fielder catches a batted or thrown ball, provided it is not caught in the fielder's hat, cap, protectors, pocket, or other parts of his uniform.

Section 34. Line drive. A line drive in a aerial ball that is batted sharply and directly into the playing field.

Section 35. Obstruction. Obstruction is the act of a fielder, while not in possession of the ball or in the act of fielding a batted ball, which impedes progress of a baserunner who is legally running bases.

Section 36. Offensive team. The offensive team is the team at bat.

Section 37. Outfield. The outfield is that portion of the field which is outside the diamond formed by the base lines, and within the foul lines beyond first and third bases, and the boundaries of the grounds.

Section 38. Overslide. An overslide is the act of an offensive player when, as a baserunner, he overslides a base he is attempting to reach. It is usually caused when his momentum causes him to lose contact with the base which causes him to be in jeopardy. The batter-runner may overslide first base without being in jeopardy if he immediately returns to that base.

Section 39. Overthrow. An overthrow is a play in which a ball is thrown from one fielder to another to retire a runner who has not reached, or is off base, and which goes into foul territory on a play at first, third, or home base.

Section 40. Passed ball. A passed ball is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

Section 41. Pivot foot. The pivot foot is that foot which the pitcher must keep in constant contact with the pitcher's plate until the ball is delivered.

★**Section 42. Play.** "Play ball" is the term used by the plate umpire to indicate that the play shall begin or be resumed.

Section 43. Quick return pitch. The quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

Section 44. Sacrifice Fly. When with less than two outs, the batter scores a runner with a fair fly ball which is caught.

Section 45. Strike zone. The strike zone is that space over home plate which is between the batter's armpits and the top of his knees when the batter assumes his natural batting stance.

Section 46. Time. "Time" is the term used by the umpire to order the suspension of play.

Section 47. Turn at bat. A turn at bat begins when a player first enters the batter's box and continues until he is put out or becomes a baserunner.

Section 48. Wild pitch. A wild pitch is a legally delivered ball so high, so low, or so wide of the plate that the catcher cannot or does not stop and control it with ordinary effort.

RULE 5. THE GAME

Section 1. The choice of first or last bat in the inning shall be decided by a toss of a coin unless otherwise stated in the rules of the organization under which the schedule of games is being played.

Section 2. The fitness of the ground for beginning a game shall be decided solely by the home team. If no home team is designated, the umpire makes the decision. After "play" has been called, the umpire shall be the sole judge as to the fitness of the ground for resuming play.

Section 3. A regulation game shall consist of seven innings.

a. *A full seven innings need not be played* if the team second at bat scores more runs in six or before the third out in the last of the seventh inning.

b. *A game that is tied at the end of seven innings* shall be continued by playing additional innings until one side has scored more runs that the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.

c. *A game called by the umpire* shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs that the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other cause which puts the spectators or players in peril.

d. *A regulation tie game shall be declared* if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.

e. *A forfeited game shall be declared* by the umpire in favor of the team not at fault in the following cases:

(1) If a team fails to appear on the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeitures by the organization in which the team is playing.

(2) If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.

(3) If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called "play ball."

(4) If a team employs tactics palpably designed to delay or to hasten the game.

(5) If, after warning by the umpire, any one of the rules of the game is wilfully violated.

(6) If the order for the removal of a player is not obeyed within one minute.

(7) If, because of the removal of players from the game by the umpire, or for any cause, there are less than nine players on either team.

Section 4. The winner of the game shall be the team that scores the most runs in a regulation game.

a. The score of a called regulation game shall be the score at the end of the last complete inning unless the team second at bat

has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.

b. The score of a regulation tie game shall be the tie score when the game was terminated. A regulation tie game shall be replayed from the beginning.
c. The score of a forfeited game shall be 7-0 in favor of the team not at fault.

Section 5. One run shall be scored each time a baserunner legally touches first, second, and third bases and home plate before the third out of the inning.

Section 6. A run shall NOT be scored if the third out of the inning is a result of–

a. The batter being put out before legally touching first base.
b. A baserunner being forced out due to the batter becoming a baserunner.
c. A baserunner leaving base before the pitcher releases the ball to the batter.
d. A preceding baserunner being put out for failure to touch base if the base missed was one to which the runner was forced to advance.

Section 7. A baserunner shall not score a run ahead of the baserunner preceding him in the batting order if the preceding runner has not been put out.

RULE 6. PITCHING REGULATIONS

Section 1. The pitcher shall take a position with both feet firmly on the ground and in contact with the pitcher's plate.

a. Preliminary to pitching, the pitcher must come to a full and complete stop facing the batter with shoulders in line with first and third base, and with the ball held in both hands in front of the body.
b. This position must be maintained at least one second and not more than 20 seconds before taking one hand off the ball to start the delivery.
c. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
d. The pitcher may not take the pitching position on, or near, the pitcher's plate without having the ball is his possession.

Section 2. The pitch starts when one hand is taken off the ball. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.

Section 3. A legal delivery shall be a ball which is delivered to the batter with an underhand motion.

a. The release of the ball and follow-through of the hand and wrist must be forward past the straight line of the body.
b. The hand shall be below the hip, and the wrist not farther from the body than the elbow.
c. The pitch is completed with a step toward the batter.
d. The catcher must be within the outside lines of the catcher's box when the pitch is delivered.

Section 4. The pitcher may use any windup desired, providing–

a. He does not make any motion to pitch without immediately delivering the ball to the batter.
b. He does not use a rocker action in which, after having the ball in both hands in pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
c. He does not use a windup in which there is a stop or reversal of the forward motion.
d. He does not make more than one revolution of the arm in the windmill pitch. A pitcher may drop his arm to the side and to the rear before starting the windmill motion.
e. He does not continue to wind up after taking the forward step which is simultaneous with the release of the ball.

Section 5. The pitcher shall not deliberately drop, roll, or bounce the ball while in pitching position in order to prevent the batter from striking it.

Section 6. The pitcher shall not at any time during the game be allowed to use tape or other substance upon the ball, the pitching hand, or fingers. Under the supervision and control of the umpire, powdered rosin may be used to dry the hands.

★ *Effect*–Any infraction of Sections 1-6 is an illegal pitch. The ball is dead. A ball is called on the batter. Baserunners are entitled to advance one base without liability to be put out. Exception–if the pitcher completes the delivery of the ball to the batter and the batsman hits the ball and reaches first base safely and all baserunners advance at least one base, then the play stands and the illegal pitch is nullified.

Section 7. No pitch shall be declared when–

a. The pitcher pitches during a suspension of play.
b. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as the result of a previous pitch.
c. The runner is called out for leaving the base too soon.

Effect– The ball is dead and all subsequent action on that pitch is cancelled.

Section 8. At the beginning of each inning, or when a pitcher relieves another, no more than one minute may be used to deliver no more than five balls, to the catcher or other teammate. Play shall be suspended during this time.

RULE 7. BATTING

Section 1. The batter shall take his position within the lines of the batter's box.

a. The batter shall not have either one or both feet touching the ground outside the lines of the batter's box when the ball is hit.

b. The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position ready to pitch.

c. The batter shall not hit the ball with an illegal bat.

Effect–Sec. 1 a, b, c: The ball is dead, the batter is out, and baserunners may not advance.

★d. The batter must take his position within one minute after the umpire has called "play ball."

Effect–The ball is in play, the batter is out, and baserunners may advance with the liability to be put out.

Section 2. Each player of the side at bat shall become a batter in the order in which his name appears on the scoresheet.

a. The batting order of each team must be on the scoresheet and must be delivered before the game by the manager or captain to the plate umpire. He shall submit it to the inspection of the manager or captain of the opposing team.

Effect–The umpires may declare a forfeit.

b. The batting order delivered to the umpire must be followed throughout the game unless a player is substituted for another. When this occurs, the substitute must take the place of the removed player in the batting order.

c. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

Effect–Sec. 2 b, c: Batting out of order is an appeal play.

(1) *If the error is discovered while the incorrect batter is at bat,* the correct batter may take his place and assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.

(2) *If the error is discovered after the incorrect batter has completed his turn at bat and before there has been a pitch to another batter,* the player who should have batted is out. Any runs scored are canceled and baserunners must return to the bases occupied when the incorrect batter took his position in the batter's box. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.

(3) *If the error is discovered after the first pitch to the next batter,* the term at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

d. When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning.

Section 3. The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing within the batter's box.

Effect–The ball is dead and baserunners must return to the last base that, in the judgment of the umpire, was touched at the time of the interference. The batter is out except–

(1) If a baserunner attempting to steal is put out, the batter is not also out.

(2) With less than two outs and a runner on third base, and the batter interferes with a play being made at home plate, the batter is not out because the runner is out.

Section 4. Members of the team at bat shall not interfere with a player attempting to field a foul fly ball.

Effect–The ball is dead and the batter is out; baserunners must return to the base legally held at the time of the pitch.

Section 5. The batter shall not intentionally strike or bunt the ball a second time, strike it with a thrown bat, or deflect its course in any way while running to first base.

Effect–The ball is dead, the batter is out, and baserunners may *not* advance.

Section 6. A strike is called by the umpire–

a. For each legally pitched ball entering the strike zone before touching the ground, at which the batter does not swing.
b. For each legally pitched ball struck at and missed by the batter.

Effect–Sec. 6 a, b: The ball is in play and baserunners may advance with liability to be put out. The batter is out if–
(1) The catcher does not drop the third strike.
(2) First base is occupied with less than two out.

c. For each foul tip held by the catcher while in the catcher's box.

Effect–The ball is in play and baserunners may advance with liability to be put out. The batter is out if it is the third strike.

d. For each foul ball not legally caught on the fly when the batter has less than two strikes.
e. For each pitched ball struck at and missed which touches any part of the batter.
f. When any part of the batter's person is hit with his own batted ball when he is in the batter's box in foul territory.

Effect–Sec. 6 d, e, f. The ball is dead and baserunners must return to their bases without liability to be put out.

Section 7. A ball is called by the umpire–

a. For each pitched ball which does not enter the strike zone, or touches the ground before reaching home plate, and which is not struck at by the batter.

Effect–The ball is in play and baserunners are entitled to advance with liability to be put out.

b. For each illegally pitched ball.

Effect–The ball is dead and baserunners are entitled to advance one base without liability to be put out.

Section 8. A fair ball is a legally batted ball which–

a. Settles or is touched on fair ground between home and first base or between home and third base.
★b. Bounds past first or third base on or over fair ground.
c. Touches first, second, or third base.
d. While on or over fair ground touches the person or clothing of an umpire or player.
e. First falls on fair ground beyond first or third base. A fair fly must be judged according to the relative position of the ball and the foul line regardless of whether the fielder is on fair or foul ground at the time he touches the ball.

Effect–Sec. 8 a, e: The ball is in play and baserunners are entitled to advance any number of bases with liability to be put out. The batter becomes a baserunner unless the infield fly rule applies.

f. While on or over fair ground lands behind a fence or into a stand at a distance more than 200 feet from home plate. This is considered a home run. If the distance is less than 200 feet from home plate, it is a two-base hit.

Section 9. A foul ball is a legally batted ball which–

a. Settles on foul ground between home and first base or between home and third base.
b. Bounds past first or third base on or over foul ground.
c. First touches on foul ground beyond first or third base.
d. While on or over foul ground, touches the person or clothing of an umpire or player or is blocked.

Effect–Sec. 9 a-d: (1) The ball is dead unless it is a legally caught foul fly. If a foul fly is caught, the batter is out. (2) A strike is called on the batter unless he already had two strikes. (3) Baserunners must return to their bases without liability to be put out unless a foul fly is caught. In this case, the baserunner may advance with liability to be put out after the ball has been touched.

Section 10. A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hand and is legally caught.

Effect–A strike is called, the ball remains in play, and baserunners may advance with liability to be put out.

Section 11. A bunt is a legally batted ball not swung at, but intentionally met with the bat and and tapped slowly within the infield.

Effect–(1) The ball is in play, the batter becomes a baserunner, and baserunners may advance with liability to be put out. (2) If the ball is bunted foul on the third strike, the batter is out and baserunners may not advance.

Section 12. The batter is out under the following circumstances:

a. When the third strike is caught by the catcher.
b. When he has three strikes, if there are less than two outs and first base is occupied.
c. When the third strike is struck at and missed and touches any part of the batter's person.
d. When he bunts foul after the second strike.
e. When a foul ball is legally caught.

f. Immediately when he hits an infield fly with baserunners on first and second or on first, second, and third with less than two out. This is called the *infield fly rule.*

g. When a fielder intentially drops a fair fly or line drive with first, first and second, first and third, or first, second, and third occupied before two are out. Runners need not retouch and may advance at their own risk. NOTE: A trapped ball shall not be considered as having been intentionally dropped.

h. The batter-baserunner is out if a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete the play. The runner shall also be called out and interference called.

RULE 8. BASERUNNING

Section 1. The baserunners must touch bases in legal order, i.e., first, second, third, and home plate.

a. When a baserunner must return while the ball is in play, he must touch touch the bases in reverse order.

Effect–The ball is in play and baserunners must return with liability to be put out.

b. When a baserunner acquires the right to a base by touching it before being put out, he is entitled to hold the base until he has legally touched the next base in order or is forced to vacate it for a succeeding baserunner.

c. When a baserunner dislodges a base from its proper position, neither he nor succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position.

Effect–Sec. 1 b, c: The ball is in play and baserunners may advance with liability to be put out.

d. A baserunner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

Effect–The ball is dead and the baserunner is out.

e. Two baserunners may not occupy the same base simultaneously.

Effect–The runner who first legally occupied the base shall be entitled to it; the other baserunner may be put out by being touched with the ball.

★f. The failure of a preceding runner to touch a base and who is declared out does not affect the status of a succeeding baserunner who touches bases in proper order. However, if the failure to touch a base in regular order is the third out of the inning, no succeeding runner may score a run.

Section 2. The batter becomes a baserunner–

a. As soon as he hits a fair ball.

b. When the catcher fails to catch the third strike before the ball touches the ground when there are less than two outs and first base is unoccupied, or anytime there are two outs. This is called the *third strike rule.*

c. When a fair ball strikes the person or clothing of an umpire on foul ground.

Effect–Sec. 2 a-c: The ball is in play and the batter becomes a baserunner with liability to be put out.

d. When four balls have been called by the umpire.

Effect–The ball is in play unless it has been blocked. The batter is entitled to one base without liability to be put out.

e. When the catcher interferes with or prevents him from striking at a pitched ball.

★*Effect*–The ball is dead and not in play and the batter is entitled to one base without liability to be put out unless the batter reaches first base safely, and all other runners have advanced at least one base, then play continues without reference to the interference.

f. When a fair ball strikes the person or clothing of the umpire or a baserunner on fair ground.

Effect–(1) If the ball hits the umpire or baserunner after passing a fielder other than the pitcher, the ball is in play. (2) If the ball hits the umpire or baserunner before passing a fielder, the ball is dead and the batter is entitled to first base without liability to be put out.

g. When a pitched ball not struck at touches any part of the batter's person or clothing while he is in the batter's box. It does not matter if the ball strikes the ground before hitting him.

★*Effect*–The ball is dead and the batter is entitled to one base without liability to be put out unless he made no effort to avoid being hit. In this case, the umpire calls either a ball or a strike.

Section 3. Baserunners are entitled to advance with liability to be put out under the following circumstances:

a. When the ball leaves the pitcher's hand on a pitch.

b. When the ball is overthrown into fair or foul territory and is not blocked.

c. When the ball is batted into fair territory and is not blocked.

d. If the ball slips from the pitcher's hand during his windup or during the backswing, the ball will be in play and the runners may advance at their own risk.

Section 4. A player forfeits his exemption from liability to be put out–

a. If, while the ball is in play, he fails to touch the base to which he was entitled before attempting to make the next base. If the runner put out is batter-baserunner at first base or any other baserunner forced to advance because the batter became a baserunner, this out is a force-out.
b. If, after overrunning first base, the batter-baserunner attempts to continue to second base.
c. If, after dislodging the base, the batter-baserunner tries to continue to the next base.

Section 5. Baserunners are entitled to advance without liability to be put out–

a. When forced to vacate a base because the batter was awarded a base on balls.

Effect–The ball remains in play unless it is blocked. The baserunner affected is entitled to one base and may advance farther at his own risk if the ball is in play.

b. When a fielder obstructs the baserunner from making a base unless the fielder is trying to field a batted ball or has the ball ready to touch the baserunner.

Effect–All runners shall be permitted to advance without liability to be put out to the bases which, in the umpire's judgment, the runners would have reached had the fielder not obstructed the runner.

c. When a wild pitch or a passed ball goes under, over, through, or lodges in the backstop.
d. When forced to vacate a base because the batter was awarded a base:
(1) For being hit by a pitched ball.
(2) For being interfered with by the catcher when striking at a pitched ball.

Effect–The ball is dead and baserunners may not advance farther than the base to which they are entitled.

e. When a pitcher makes an illegal pitch.
f. When a pitched ball goes over, under, or through the backstop.

Effect–Sec. 5 e, f: The ball is dead and baserunners may advance to the base to which they are entitled without liability to be put out.

g. When a fielder contacts or catches a batted or thrown ball with his cap, glove, or any part of his uniform while it is detached from its proper place on his person.

Effect–The baserunners shall be entitled to three bases if a batted ball, or two bases if a thrown ball; and in either case the baserunners may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball which, in the opinion of the umpire's judgment, would have cleared the field fence in flight, the runner shall be awarded a home run.

h. When the ball is in play and is overthrown into foul territory at first or third bases or home plate and is blocked.

Effect–The ball is dead and the baserunner being played upon is entitled to advance one base beyond the one he is trying to reach. All other baserunners are entitled to the same number of bases as the baserunner being played.

Section 6. The baserunners' advance is limited–

a. When a fair-batted fly ball goes over the fence or into the stand, it shall entitle the batter to a home run unless it passes out of the grounds or into a stand at a distance less than 200 feet from the home base, in which case the batter shall be entitled to two bases only. The batter must touch the bases in regular order. The point at which the fence or stand is less than 200 feet from the home base shall be plainly indicated for the umpire's guidance.

b. When a fair ball bounds or rolls into a stand, over, under, or through a fence marking the boundaries of the playing field.

Effect–Sec. 6 a, b: The ball is dead and baserunners are awarded two bases.

Section 7. A baserunner must return to his base under the following circumstances:

a. When a foul ball is illegally caught and is so declared by the umpire.

b. When an illegally batted ball is declared by the umpire.

c. When a batter or baserunner is called out for interference. Other baserunners shall return to the last base which was, in the judgment of the umpire, legally touched by him at the time of the interference.

d. When there is interference by the plate umpire or his clothing with the catcher's attempt to throw.

e. When any part of the batter's person is touched by a pitched ball swung at and missed.

f. When an umpire is struck by a fair ball before it is touched by a fielder.

g. When a batter is hit by a pitched ball.

Effect–Sec. 7 a-g: (1) The ball is dead. (2) The baserunners must return to base without liability to be put out except when forced to go to the next base because the batter became a baserunner. (3) No runs shall score unless all bases are occupied. (4) Baserunners need not touch the intervening bases in returning to base but must return promptly. (5) They must, however, be allowed sufficient time to return.

Section 8. The batter-baserunner is out under the following circumstances:

a. When the catcher drops the third strike and he is legally touched with the ball by a fielder before touching first base.
b. When the catcher drops the third strike and the ball is held on first base before the batter-baserunner reaches first base.
c. When after a fair ball is hit he is legally touched with the ball before he touches first base.
d. When after a fair ball, the ball is held by a fielder touching first base with any part of his person before the batter-baserunner touches first base.
e. When after a fly ball, the ball is caught by a fielder before it touches the ground or any object other than a fielder.

Effect–Sec. 8 a-e: The ball is in play and the batter-baserunner is out.

f. When he runs outside the three-foot line and, in the opinion of the umpire, interferes with the fielder taking the throw at first base. However, he may run outside the three-foot line to avoid a fielder attempting to field a batted ball.

Effect– The ball is dead and the batter-baserunner is out.

Section 9. The baserunner is out–

a. When in running to any base, he runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
b. When, while the ball is in play, he is legally touched with the ball in the hand of a fielder while not in contact with a base.
c. When on a force-out a fielder holds the ball on the base to which the baserunner is forced to advance before the runner reaches that base.
d. When the umpire calls the baserunner out for failure to return to touch the base when play is resumed after a suspension of play.
e. When a baserunner passes a preceding baserunner before that baserunner has been put out.

Effect–Sec. 9 a-e: The ball is in play and the baserunner is out.

f. When the baserunner leaves his base to advance to another base before a caught fly ball has touched a fielder, providing the ball is returned to a fielder and legally held on that base or legally touches the baserunner before the runner can return.

g. When the baserunner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base, or the baserunner is legally touched while off base.

h. When the baserunner legally overruns first base, attempts to run to second base before returning to first, and is legally touched while off base.

Effect–Sec. 9 f-h: (1) These are appeal plays and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next pitch. (2) The ball is in play and the baserunner is out. (3) Any runs scored shall count unless this is the third out of the inning and a force-out.

★*Note:* On appeal plays, the appeal must be made before the next pitch, or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions.

i. When the baserunner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

j. When a baserunner is struck with a fair ball while off base and before it touches or passes a fielder.

k. When a runner intentionally kicks a ball which an infielder has missed.

l. When, with a baserunner on third base, the batter interferes with a play being made at home plate with less than two outs.

m. When in the judgment of the umpire, the coach touches or holds the runner physically to assist him to return or to leave a base.

n. When the coach near third base runs in the direction of home plate on or near the base line while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The baserunner nearest to third base shall be declared out.

o. When one or more members of the offensive team stand or collect at, or around, a base to which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.

p. When the baserunner runs the bases in reverse order.

q. When a coach intentionally interferes with a thrown ball.

Effect–Sec. 9 i-q: The ball is dead and the baserunner is out. No bases may be run unless necessitated by the batter becoming a baserunner.

★r. When the baserunner fails to keep contact with the base to which he is entitled until a legally pitched ball has been released. When a baserunner is legitimately off the base, i.e., movement off base after a pitch or an attempt to stretch a hit, it becomes the duty of the pitcher to play him back or to allow him sufficient time to return. The action of playing the baserunner back to his base by the pitcher must be executed from within a radius of approximately eight (8) feet from the pitcher's plate. If the pitcher does not comply with this obligation, said baserunner may advance legally and not be called out for being off his base. After the baserunner has returned to his base, he cannot move off the base until the next pitched ball is released. If he moves off his base after being played back or returning to base, he is to be called out, even if the pitcher is standing off the pitcher's plate. *Any motion* to throw by the pitcher to *play* a runner *back* – *compels* that runner to make a move *back* to the base – or *forward* to the next base. The runner *cannot* stand *motionless* necessitating a direct throw of the ball to *drive* him *back*.

Effect–The ball is dead, "No pitch" is declared, and the baserunner is out.

Section 10. The baserunner is not out under the following circumstances:

a. When a baserunner runs behind the fielder and outside the base lines in order to avoid interfering with a fielder attempting to field the ball in the base path.
b. When a baserunner does not run in a direct line to the base, providing the fielder in the direct line does not have the ball in his possession.
c. When more than one fielder attempts to field a batted ball and the baserunner comes in contact with the one who, in the umpire's judgment, was not entitled to field the ball.
d. When a baserunner is hit with a fair ball that has passed through an infielder other than the pitcher and, in the umpire's judgment, no other fielder had a chance to play the ball.
e. When a baserunner is touched with the ball not securely held by a fielder.
f. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.

g. When the baserunner overruns first base after touching it and returns directly to the base.
h. When the baserunner is not given sufficient time to return to a base, he shall not be called out for being off base before the pitcher releases the ball. He may advance as though he had left the base legally.
i. A runner who has started to advance cannot be stopped by a pitcher receiving the ball while on the pitching plate nor by the pitcher stepping on the plate with the ball in his possession.
j. When a baserunner holds his base until a fly ball touches a fielder and then attempts to advance.
k. When a baserunner slides into a base and dislodges it from its proper position, the base is considered to have followed the runner.

Effect—A baserunner having made such a base safely shall not be out for being off that base. He may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption if he attempts to advance beyond the dislodged base before it is again in proper position.

RULE 9. BALL DEAD—BALL IN PLAY

Section 1. The ball is dead and not in play in the following circumstances:

a. When the ball is batted illegally.
b. When the batter steps from one box to another when the pitcher is ready to pitch.
c. When a ball is pitched illegally.
d. When "No pitch" is declared.
e. When a pitched ball touches any part of the batter's person or clothing while the batter is standing in the batter's box, whether the ball is struck at or not.
f. When a foul ball is not caught.
g. When a baserunner is called out for leaving the base too soon on a pitched ball.
h. When the offensive team causes an interference—
   (1) When a batter intentionally strikes the ball a second time, strikes it with a thrown bat, or deflects its course in any way while running to first base.
   (2) When an overthrow is touched intentionally by the person or clothing of a coach.
   (3) When a fair ball strikes a baserunner while off base, or an umpire before touching or passing an infielder.

(4) When the batter interferes with the catcher.
(5) When the offensive team interferes with the defensive team.
(6) When a runner intentionally kicks a ball which a fielder has missed.
(7) When, with a baserunner on third base, the batter interferes with the play being made at home plate with less than two outs.

i. When a blocked ball is declared.
j. When a wild pitch or passed ball goes under, over, or through the backstop.
k. The ball shall not be playable outside the established limits of the playing field.
l. When time is called.
m. When any part of the batter's person is hit with his own batted ball when he is in the batter's box in foul territory.
n. When a baserunner runs bases in reverse order either to confuse the fielders or to made a travesty of the game.
o. When there is interference by the plate umpire or his clothing with the catcher's attempt to throw.
p. When a batter is hit by a pitched ball.
q. When, in the judgment of the umpire, the coach touches or helps the runner physically to assist him to return to or to leave a base, or when the coach near the third base runs in the direction of home plate on or near the base line while the fielder is attempting to make a play on a batter or thrown ball and thereby draws a throw to home plate.
r. When one or more members of the offensive team stand or collect at, or around, a base to which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.
s. When the baserunner fails to keep contact with the base to which he is entitled, until a legally pitched ball has been released.

Section 2. **The ball is in play** in the following circumstances:

a. When a ball has been called on the batter and when four balls have been called but the batter may not be put out before he reaches first base.
b. When a strike has been called on the batter and when three strikes have been called on the batter.
c. When a fly ball or a foul tip has been legally caught.
d. When the infield fly rule is enforced.
e. When a thrown or pitched ball goes into foul territory and is not blocked.
f. When a thrown or pitched ball strikes an umpire.

g. When a thrown ball goes past a fielder and remains in fair territory.
h. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.
i. When a fair ball strikes an umpire on foul ground.
j. When the baserunners have reached the bases to which they are entitled when the fielder illegally fields a batted or thrown ball.
k. When a baserunner is called out for passing a preceding runner.
l When a fielder obstructs a baserunner, the runner obstructed cannot be put out until he reaches the base to which he is entitled because of the obstruction.
m. Whenever the ball is not dead as provided in Section 1 of this rule.
n. When a fair ball is legally batted.
o. When a baserunner must return in reverse order while the ball is in play.
p. When a baserunner acquires the right to a base by touching it before being put out.
q. When a base is dislodged while baserunners are progressing around the bases.
r. When a baserunner runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid be touched by the ball in the hand of a fielder.
s. When a baserunner is tagged or forced out.
t. When the umpire calls the baserunner out for failure to return to touch the base when play is resumed after a suspension of play.
u. When an appeal play is enforced and involved.

RULE 10. UMPIRES

Power and Duties. The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce each section of these rules. They have power to order a player, coach, captain, or manager to do, or omit to do, any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.

General Information for Umpires

1. The umpires shall not be connected in any way with either team.
2. The umpires should be sure of the date, time, and place for the game, and should arrive at the playing field 20 to 30 minutes ahead of time.

3. The umpires shall wear uniforms which are navy blue in color. Umpires working the game behind the plate must wear masks.
4. The umpires should introduce themselves to the captains, the managers, and the scorer.
5. The umpires should inspect the playing field boundaries and equipment and clarify all ground rules to both teams and their coaches.
6. Each umpire shall have the power to made decisions on violations committed any time during playing time or during suspension of play until the game is over.
7. Neither umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.
8. An umpire may consult his associate at any time when requested by a captain or manager. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.

Section 1. The plate umpire or base umpire shall have equal authority to–

a. Call all illegal pitches.
b. Call a runner out for leaving a base too soon.
c. Call "Time" for suspension of play.
d. Remove a player, coach, or manager from the game for violation of rules.

Section 2. Specific Duties of the Plate Umpire

a. He shall have full charge of, and be responsible for, proper conduct of the game.
b. He shall call all balls and strikes.
c. He shall determine whether
   (1) A batted ball is fair or foul.
   (2) A fly ball has been legally caught.
   (3) A batter bunts.
   (4) A pitched, batted, or thrown ball touches the person or clothing of the batter or umpire
   (5) A fly ball is an infield or outfield fly.
d. He shall render base decisions in the following instances:
   (1) If the ball is hit fair, with a runner on first or second base, go to third base for a possible decision.
   (2) On appeal, and with more than one base occupied, decide whether a runner on third leaves that base before a fly ball is touched.
   (3) If more than one base is occupied and a runner is caught between third and home, make a decision on the runner nearest home plate.
e. He shall determine when a game is forfeited.

Section 3. Specific Duties of the Base Umpire

a. He shall take such positions on the playing field which, in his judgment, are best suited for rendering base decisions.
b. He shall render all decisions at first and second base and all decisions at third base except those to be made by the plate umpire.
c. He shall assist the plate umpire in every way to enforce the rules of the game.
d. The umpires shall wear uniforms which allow freedom of movement and which are distinct from those worn by either team.

Section 4. Responsibilities of a Single Umpire. If only one umpire is assigned, his duties and jurisdiction shall extend to all points. He shall take a position in any part of the field which, in his judgment, will best enable him to discharge his duties.

Section 5. Change of Umpires. Umpires cannot be changed during a game by the consent of the opposing teams unless an umpire is incapacitated by injury or illness.

Section 6. Signals

★a. To indicate that play shall begin or be resumed, the umpire shall call "Play ball" and at the same time motion the pitcher to deliver the ball.
b. To indicate a strike, the umpire shall raise his right hand upward, indicate the number of strikes by the fingers, at the same time calling "Strike" in a clear and decisive voice, followed by calling the number of the strike.
c. To indicate a ball, no arm signal is used. This call is "Ball," followed by the number of the ball.
d. To indicate the total count of balls and strikes, the balls are called first.
e. To indicate a foul, the umpire shall call "Foul ball" and extend his arm horizontally away from the diamond, according to the direction of the ball.
f. To indicate a fair ball, the umpire shall call "Fair ball" and extend his arm toward the center of the diamond.
g. To indicate a batter or baserunner *out,* the umpire shall raise his right hand upward above the right shoulder with fingers closed.
h. To indicate that a player is *safe,* the umpire shall extend both arms diagonally in front of the body with palms toward the ground.
i. To indicate suspension of play, the umpire shall call "Time" and at the same time extend both arms above his head. The other umpire shall immediately acknowledge the suspension of play with similar action.

Section 7. Suspension of Play

a. An umpire may suspend play when, in his judgment, conditions justify such action.
b. Play shall be suspended whenever the plate umpire leaves his position to brush the plate or to perform other duties not directly connected with the calling of plays.
c. The umpire shall suspend play whenever a batter or a pitcher steps out of position for a legitimate reason.
d. An umpire shall not call "Time" after the pitcher has started his windup.
e. An umpire shall not call "Time" while play is in progress.
f. In case of injury, time shall not be called until all plays in progress have been completed or runners have been held at their bases.
g. Umpires shall not suspend play at the request of players, coaches, or managers until all action in progress by either team has been completed.
h. Umpires shall not penalize a team for an infraction of a rule when imposing the penalty would be to the advantage of the offending team.

Section 8. Violations and Penalty

a. Players, coaches, or managers shall not make disparaging or insulting remarks to or about opposing players, officials, or spectators.
b. There shall be no more than two coaches for each team to give words of assistance and direction to the members of their team while at bat. One shall be stationed near first base and one near third base, and they must remain within the coach's box.
c. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first offense, coach or manager may be warned, but for the second offense they are removed from the game. The offender shall go directly to the dressing room for the remainder of the game or leave the grounds. Failure to do so will result in forfeiture of the game.

RULE 11. PROTESTS

Section 1. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples of protests which will not be considered are–

a. Whether a batted ball was fair or foul.
b. Whether a baserunner was safe or out.
c. Whether a pitched ball was a strike or a ball.

d. Whether a pitch was legal or illegal.
e. Whether a baserunner did or did not touch a base.
f. Whether a baserunner left his base too soon on a caught fly ball.
g. Whether a fly ball was or was not caught legally.
h. Whether it was or was not an infield fly.
i. Whether there was or was not an interference.
j. Whether the field was fit to continue or resume play.
k. Whether there was sufficient light to continue play.
l. Any other matter involving only the accuracy of the umpire's judgment.

Section 2. Protests that shall be received and considered concern matters of the following types:

a. Misinterpretation of playing rules.
b. Failure of an umpire to apply the correct rule to a given situation.
c. Failure to impose the correct penalty for a given violation.

Section 3. Protests may involve both a matter of judgment and the interpretation of a rule. An example of a situation of this type follows:

With one out and runners on second and third bases, the batter flied out; the runner on third tagged up after the catch; the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The questions as to whether the runners left their bases before the catch and whether the play at second base was made before the player on third crossed the plate are solely matters of judgment and are not protestable. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

Section 4. The notification of intent to protest must be made immediately before the next pitch.

a. The captain or manager of the protesting team should immediately notify the umpires and the opponent that the game is being continued under protest.
b. All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

★*Note:* On appeal plays, the appeal must be made before the next pitch or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions.

Section 5. The protest must be filed within a reasonable time.

a. In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty of obtaining the information on which to base the protest.
b. Within 48 hours after the scheduled time of the contest is generally considered a reasonable time.

Section 6. A formal protest should contain the following information:

a. The date, time, and place of the game.
b. The names of the umpires and the scorer.
c. The rule and section of the Official Rules or local rules under which the protest is made.
d. The decision and conditions surrounding the making of the decision.
e. All essential facts involved in the matter protested.

Section 7. The decision made on a protested game may result in one of the following:

a. The protest is found invalid and the game score stands as played.
b. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
c. When a protest for ineligibility is allowed and it is shown that the protesting team had knowledge of the player's ineligibility before the start of the game and failed to so notify the opponent, the ineligible player should be removed from the team's roster and the game should be replayed.

Section 8. Highly technical protests and those which could have no effect on subsequent play or the final results of the game should be discouraged.

RULE 12. SCORING

Section 1. The official scorer shall keep records of each game as outlined in the following rules. He shall have sole authority to make all decisions involving judgment. For example, it is the scorer's responsibility to determine whether a batter's advance to first base is the result of a hit or an error. However, a scorer shall not make a decision which conflicts with the Official Rules or with an umpire's decision.

Section 2. The Box Score

a. Each player's name and the position or positions he has played shall be listed in the order in which he batted, or would have batted had he not been removed, or the game ended before his turn at bat.

b. Each player's batting and fielding record must be tabulated.
   (1) The first column shall show the number of times each player batted during the game, but no turn at bat shall be charged against a player when
      a) He hits a sacrifice bunt or sacrifice fly.
      b) He is awarded first base on four balls.
      c) He is hit by a pitched ball.
      d) He is awarded first base because of interference or obstruction.
   (2) The second column shall show the number of runs, if any, made by each player
   (3) The third column shall show the number of safe hits, if any, made by each player.
   (4) The fourth column shall show the number of runs batted in, if any, made by each player.
   (5) The name of each player inserted into a team's line-up as a substitute player or runner shall be corrected and the subsequent record tabulated.

c. The score by innings for each team shall follow the tabulated batting and fielding records.

d. The name of each player committing an error shall be listed immediately below the score by inning.

Section 3. The Summary

a. The summary shall follow the score by innings.

b. The summary shall list the following items in this order:
   (1) Two-base hits and by whom hit
   (2) Three-base hits and by whom hit
   (3) Home runs and by whom hit
   (4) Stolen bases and by whom
   (5) Sacrifice bunts and flies
   (6) Runners left on base, including the batter-baserunner, whose batted ball results in another runner being retired for the third out
   (7) Number of hits and runs allowed by each pitcher
   (8) The names of batters hit by a pitched ball and name of the pitcher who hit them
   (9) The number of wild pitches made by each pitcher
   (10) The number of passed balls
   (11) Pitching summary to include:

a) Number of bases on balls given by each pitcher
b) Number of batters struck out by each pitcher
c) The number of innings or parts of an inning pitched by each pitcher. A part of an inning is determined by the number of outs. One out is one-third of an inning; two outs are two-thirds of an inning.
d) The earned runs permitted by each pitcher
e) The name of the winning pitcher
f) The name of the losing pitcher.

Section 4. All individual and team records of any tie or forfeited game which has reached or exceeded legal length when ended shall become a part of the official team or league averages except that no pitcher shall be credited with a victory or charged with a defeat.

Section 5. A run batted in is a run scored because of one of the following reasons:

a. A safe hit
b. A sacrifice bunt or sacrifice fly
c. A foul fly caught
d. An infield put-out or fielder's choice
e. A baserunner forced home because of interferences, the batter being hit with a pitched ball or being given a base on balls
f. A home run and all runs scored as a result.

Section 6. A base hit is a batted ball that permits the batter to reach base safely.

a. When a batter reaches first base or any succeeding base safely on a fair ball which settles on the ground, clears a fence, or strikes a fence before being touched by a fielder.
b. When a batter reaches first base safely on a fair ball which is hit with such force, or such slowness, or which takes an unnatural bounce, so as to make it impossible to field with ordinary effort in time to retire a runner.
c. When a fair ball which has not been touched by a fielder becomes "dead" because of touching the person or clothing of a runner or umpire.
d. When the fielder unsuccessfully attempts to retire a preceding runner, and in the scorer's judgment, the batter-baserunner would not have been retired at first base by perfect fielding.

Section 7. A base hit shall not be scored in the following cases:

a. When a runner is forced out by a batted ball, or would have been forced out except for a fielding error.
b. When a player fielding a batted ball retires a preceding runner with ordinary effort.

c. When a fielder fails in an attempt to retire a preceding runner, and in the scorer's judgment, the batter-baserunner could have been retired at first base.

Section 8. The length of a base hit shall be determined by the number of bases the batter advances without the aid of an error. Judgment errors are not considered an error provided the fielder does not touch the ball. The batter is credited with the number of bases he could have made if the ball were played directly on him.

a. When a batter, in attempting to stretch a hit, overslides a base and is touched out, he is not credited with having made that base.
b. When the batter ends a game with a safe hit which drives in as many runs as are necessary to put his team in the lead, he will be credited with as many bases on his hit as are needed to score the winning run. However, if the ball is batted over the fence or out of the playing field, a home run shall be credited.

Section 9. Sacrifices are scored when–

a. With less than two outs, the batter advances one or more baserunners with a bunt and is retired at first base, or would have been retired except for a fielding error.
b. With less than two outs, the batter scores a runner with a fair fly which is caught.

Section 10. Put-outs are scored in the following situations:

a. A put-out is credited to a fielder each time he
   (1) Catches a fly or line drive.
   (2) Catches a thrown ball which retires a batter or baserunner.
   (3) Touches a baserunner with the ball when the baserunner is off the base to which he is entitled.
   (4) Is nearest the runner declared out for being hit with a batted ball, running out of line to avoid being touched with the ball, as a result of interference, or for leaving base too soon.
b. A put-out is credited each time to the catcher–
   (1) When he catches the third strike or when the third strike is called with first base occupied, with less than two outs.
   (2) When the batter bunts foul after two strikes.
   (3) When the batter bats illegally.
   ★(4) When the batter is struck by his own batted fair ball.
   (5) When the batter fails to bat in correct order.
   (6) When the batter interferes with the catcher.

Section 11. Assists are scored in the following situations:

a. To each player who throws the ball in any series of plays which result in the put-out of a baserunner. Only one assist

shall be given to any player who handles the ball more than once in any one put-out.

b. To each player who throws the ball in any series of plays in a manner which would have resulted in a put-out if an error had not been made by a teammate.
c. To a player who, by deflecting a batted ball, aids in a put-out.
d. To each player who handles the ball in a play which results in a baserunner being called out for interference or running out of the base line.
e. To the catcher who, after dropping the third strike, throws the runner out at first base.

Section 12. Do not credit an assist to a fielder who makes a bad throw on which the baserunner is put out on subsequent play. Do not credit the pitcher with an assist when the runner is put out in attempting to steal home on a legally pitched ball.

Section 13. Errors are recorded in the following situations:

a. For each player who commits a misplay which prolongs the turn at bat of the batter or the life of the baserunner.
b. For the fielder who fails to touch the base after receiving the ball to retire a runner on a force-out, or when a baserunner is compelled to return to base.
c. For the catcher if a batter is awarded first base for interference.
d. For the fielder if a baserunner is awarded a base because of his failure to stop or try to stop a ball accurately thrown to a base, unless there was no reason for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.
e. For the catcher if he drops or misses a third strike.
f. For the fielder who fails to complete a double play because of dropping the ball.

or the fielder who is charged with interference or obstruction.

h. For the pitcher if a wild pitch on the "Ball four" allows his batter-baserunner to advance beyond first base.

Section 14. Errors are not charged against fielders in the following situations:

a. When the catcher makes a wild throw in an attempt to prevent a stolen base, unless the baserunner is enabled to advance a base beyond the one to which he was going.
b. On a wild pitch.
c. On a passed ball.
d. When the fielder makes a wild throw to prevent a baserunner from advancing, unless the baserunner is able to advance one

or more bases beyond the one he would have reached had the throw not been wild.

e. When a fielder drops a fly ball, line drive, or thrown ball, and recovers the ball in time for a put-out at any base.

Section 15. Stolen bases are credited to a baserunner whenever he advances one base unaided by a hit, a put-out, an error, a force-out, a fielder's choice, a passed ball, a wild pitch, or an illegal pitch.

Section 16. A pitcher shall be credited with a win in the following situations:

a. When he is the starting pitcher and has pitched at least four innings and his team is not only in the lead when he is replaced but remains in the lead the remainder of the game.

b. When a game is ended after five innings of play and the starting pitcher has pitched at least three innings and his team has scored more runs than the other team when the game is terminated.

Section 17. A pitcher shall be credited with a loss regardless of the number of innings he has pitched if he is replaced when his team is behind in the score, and his team thereafter fails to tie the score or gain the lead

RULES INTERPRETATION

Questions concerning rules interpretation should be directed to the Assistant to the Rules Interpreter, Bernard Iassogna, 32 Karen Court, Bridgeport, Conn. 06606. Enclose a self-addressed, stamped envelope.

SUGGESTED MODIFICATIONS OF THE OFFICIAL SOFTBALL RULES FOR LESS HIGHLY SKILLED OR YOUNG PLAYERS

The following modifications of the official softball rules are presented by the Softball Committee. The modifications are changes in the rules in order to make the game more enjoyable in certain situations. Use the suggested modifications in your classes or games whch will be helpful in making the game situation a better one. The Softball Committee urges everyone to use the official softball rules except where the rules do not apply to the modifications printed here. Explain to your students that these *are not* the official rules, but rules to help them learn to play the game officially!

Rule 1. The Diamond

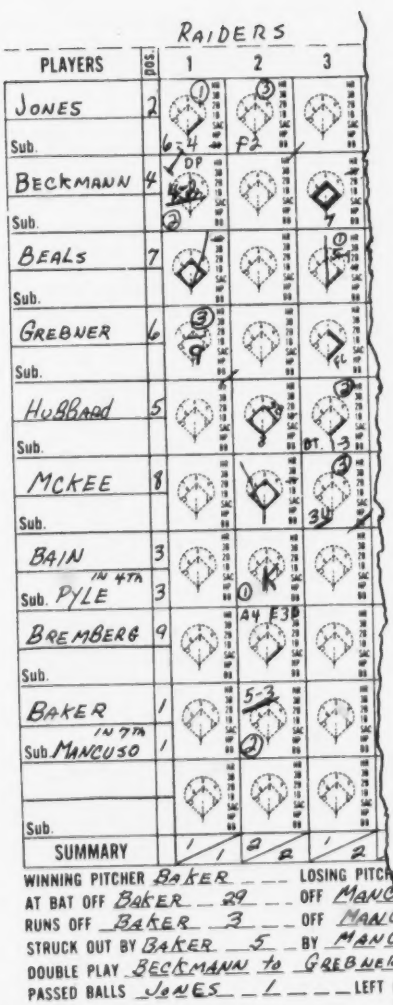
a. Base lines: 45 to 55 feet, depending upon throwing skill of players.
b. Pitching distance: 35 to 37 feet; for the sake of safety, no less than 33 feet.

Rule 2. The Equipment

a. Use regulation size 12-inch softballs, but those which are softer. Girls are often afraid of a new, hard official softball, but enjoy playing with a soft softball. In situations where there are not enough gloves for everyone, a softer ball is desirable. Balls which are larger are difficult for the girls to handle and not recommended for softball.

Rule 3. The Game

a. Players: Use ten players—four outfielders, rather than five infielders.
b. Have easy or slow pitching.
c. Either do not allow base stealing or permit players to steal first, second, or third base(s), but not home base. When possible, teach players to be aggressive and to steal bases, thus making the fielders learn better play. Modification selection may depend a great deal upon ability of the catcher and whether or not there is a backstop.
d. Allow one base on overthrows that go into foul territory. This modification may be used *only* until players have developed good throwing, catching, and base play techniques.
e. Declare batter out on third strike. (Omit third strike rule.)
f. Rule that any infield fly must be caught to be an out. (Omit infield fly rule.)
g. Agree before starting the game to play fewer than seven innings, if time is limited. In some situations there might be only three full innings.



RAIDERS

PLAYERS	POS.	1	2	3
JONES	2			
Sub.				
BECKMANN	4			
Sub.				
BEALS	7			
Sub.				
GREBNER	6			
Sub.				
HUBBARD	5			
Sub.				
MCKEE	8			
Sub.				
BAIN	3			
Sub. PYLE IN 4TH	3			
BREMBERG	9			
Sub.				
BAKER	1			
Sub. MANCUSO IN 7TH	1			
Sub.				
SUMMARY		1 / 1	2 / 2	1 / 2

WINNING PITCHER BAKER — LOSING PITCH
AT BAT OFF BAKER 29 — OFF MANC
RUNS OFF BAKER 3 — OFF MANC
STRUCK OUT BY BAKER 5 — BY MANC
DOUBLE PLAY BECKMANN to GREBNER
PASSED BALLS JONES 1 — LEFT O

Using the Softball Scoresheet

MARIAN KNEER
Community High School
East Peoria, Illinois

KEY TO SYMBOLS

PLAYERS (Numbers are used.)

1—pitcher
2—catcher
3—first baseman
4—second baseman
5—third baseman
6—shortstop
7—left fielder
8—center fielder
9—right fielder

HITS (Line is drawn through appropriate initials on right of square, and a line is drawn from base to base to indicate progress.)

HR—home run
3B—triple
2B—double
1B—single
SAC—sacrifice hit
HP—hit by pitcher
BB—walk

KEY TO SYMBOLS (Cont.)

OUTS (Number of each player handling the ball is included, and the number of total outs made in each inning is indicated by a circle within the box— (2).)

4-3 — grounder to second baseman who threw the runner out at first base

— ground ball (number of player involved placed above)

— pop-up (number of player is placed underneath)

— line drive (number of player is placed underneath)

— fly (number of player is placed underneath)

B — fly to center fielder

U — unassisted (number of player indicated)

E — error (number of player indicated)

E5F — error by third baseman on a fumble

E5Th — error by third baseman on a bad throw

E5D — error by third baseman on a dropped throw

A — assist (number of player indicated)

OT — overthrew (number of player indicated)

WP — wild pitch

PB — passed ball

K — strike out

Bk — balk

Bt — bunt

SB — stolen base (place by base player stole

DP — double play (a line is connected to both boxes of player involved)

B — run batted in by the center fielder

f2 — fouled to catcher

FC — fielder's choice

F — fumble

f — foul ball

/ — end of inning

EXPLANATION OF SAMPLE SCORESHEET

FIRST INNING

Jones was walked (BB). Beckmann hit a grounder to the shortstop (6) who threw out Jones on a double play to the second baseman (4) who tossed out Beckmann at first base (3). (Join Jones' and Beckmann's boxes with a line .) Jones (1) and Beckmann (2) were out. Beals hit a home run (HR) to the right field fence (note line indicating this). Grebner lined out to the right fielder (9) (3). 1 run, 1 hit. 1/1

SECOND INNING

Hubbard singled (1B) to left field. McKee (center fielder (1)) doubled (2B) to left field, batting in Hubbard who had stolen second base. Bain struck out (K) (1). Bremberg was safe at first base on an error by the first baseman who dropped the throw from the second baseman (A4 E3D). McKee went to third. Baker (1) grounded out (2) to the third baseman who threw to the first baseman (5-3). McKee scored on the play (put a 1 at the base of the field diagram in McKee's box). Jones fouled (3) to the catcher (f2). 2 runs, 2 hits. 2/2

THIRD INNING

Beckmann tripled (3B). Beals batted in Beckmann with a single (1B) to center. Grebner was safe on a fielder's choice when she grounded to the third baseman who threw the ball to second base for a force-out (1) on Beals (5-4). Hubbard bunted (Bt) to advance Grebner to second base, and was thrown out (2) by the pitcher to first baseman (1-3). McKee grounded out (3) to the first baseman unassisted (3U). 1 run, 2 hits. 1/2

Questions and Answers on Softball Rules

REVISED BY CAROLE OGLESBY
BARB WADDELL

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*Denotes New Rules Change

1. A bunted ball comes to rest half on the corner of home plate nearest the catcher and half on the ground. Is the bunt fair or foul? *The bunt is fair. All of home plate is in fair ground so this situation is analogous to a ball coming to rest on a base line. (Rule 1, Sec. 4)*
2. As a left left handed batter comes to the plate, the defensive team goes into a shift where the first baseman is halfway to the plate in foul ground, the second baseman covers first and the shortstop moves to short right field. Is this a legal shift? *The first baseman must move to fair ground; otherwise the shift is legal. (Rule 3, Sec. 1)*
3. A third baseman persists in running in toward a particular batter on every pitch, calling her name loudly. Is this a breach of sportsmanship or rules? *This is a violation for which the offender is to be removed from the game. (Rule 3, Sec. 3f)*
4. A substitute goes into the game as a runner without being announced. When she comes up to bat later in the game, the opposing team claims an illegal player has batted. What is the umpire's decision? *Entry into the game is legal and play continues. (Rule 3, Sec. 3b, 3)*
5. What is the difference between a wild pitch and a passed ball? *A wild pitch is a legally delivered ball so high, so low, or so wide*

of the plate that the catcher cannot, or does not, stop and control it with ordinary effort; whereas, a passed ball is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort. (Rule 4, Sec. 40 and 48)

6. Before a game begins, an umpire determines that a field is too wet for play. The home team insists that the field is acceptable. Will the game begin? *Yes, but as soon as play has begun, the umpire may suspend play. (Rule 5, Sec. 2)*

7. At the end of five innings of play the home team was ahead five to four. In the top of the sixth inning, the visiting team scores two runs, and is still at bat when a fine rain begins to fall. The home team begins conferring after each pitch and, after a warning from the umpire to play ball, two players go to their bench for "equipment repairs." What is the umpire's decision? *If the umpire determines these actions are tactics to delay the game, it shall be forfeited in favor of the visiting team. (Rule 5, Sec. 3e, 4)*

8. There are runners on first and second; the count on the batter is two balls and two strikes. The ball drops from the pitcher's hand during the backswing. What is the decision; *Live ball, baserunners are entitled to advance with liability to be put out. (Rule 8, Sec. 3d)*

*9. There is a runner on second base with no outs. The count on the batter is one ball and one strike. On the next pitch, the pitcher reverses her forward motion before delivering the ball. The batter hits the ball and reaches first base safely and the baserunner advanced to third base. What is the decision? *Play stands. Illegal pitch has been nullified because the batter-baserunner reached base safely and the baserunner advanced one base safely. (Rule 6, Sec. 6* Effect)

*10. In the above situation, the batter swings and misses the ball. What is the decision? *Illegal pitch, ball is called on the batter. The ball is dead and baserunners are entitled to advance one base without liability to be put out. (Rule 6, Sec. 6* Effect)

*11. There are runners on second and third with one out. The count on the batter is one ball, two strikes. On the next pitch, the pitcher uses two revolutions to complete her windmill delivery before releasing the ball. The batter reaches first base safely and the runner on third scored. However, the runner who was on second is thrown out at home. What is the decision? *Run scored counts, runner attempting to score from second is out and play continues. (Rule 6, Sec. 6* Effect)

12. With one out and the bases loaded in the bottom of the seventh inning, the batter hits an inside the fence home run. This apparently wins the game, as the home team was behind by three runs. However, the runner from first base failed to touch second base and the appeal is recognized by the base umpire. What is the effect on the game? *The score is tied, the runner who failed to touch second base is out, and the home team is still up with two outs. (Rule 8, Sec. 1f)*

*13. The batter is struck by a pitch and runs immediately to first base. However, the umpire rules that she did not make an effort to escape the pitch and signals to the batter to return and continue her time at bat. The batter refuses to leave first base. What does the umpire do? *The umpire calls "play ball" and if the batter is not ready to bat in one minute, she will be called out. (Rule 7, Sec. 1d)*

*14. With runners on first and third and one out, there is an attempted double steal. The second baseman receives a throw from the catcher on a cut-off play and both runners stand motionless off their respective bases. The second baseman walks the runner at first back to the base while keeping her eyes on the runner at third base. As she tosses the ball to the pitcher, who is near the mound, the runner on first base steps off the base again. The pitcher fakes a throw to first but the runner remains motionless. What is the decision? *Runner is out, ball is dead and play continues. (Rule 8, Sec. 9r)*

15. With bases loaded and two outs, a batted ball is hit sharply at the pitcher, hitting her in the face and knocking her down. All runs score as the defensive team gathers immediately around the injured player. The defensive team protests that the umpires should have called time immediately because of the injury. What is the decision? *All runs scored count and play continues. (Rule 10, Sec. 7f)*

*16. With bases loaded, the base umpire calls an illegal pitch on a called second strike by the plate umpire. What is the decision? *An illegal pitch may be called by either umpire. Therefore, an illegal pitch would be decalred. (Rule 10, Sec. 1a) The ball is dead, a ball is called on the batter and baserunners are entitled to advance one base without liability to be put out. (Rule 6, Sec. 6* Effect*)*

17. A baserunner attempts to steal second and is thrown-out. The home plate umpire rules the batter is also out for interfering with the catcher. The home team argues unsuccessfully that this is improper. What should happen next? *The home team should*

notify the umpire, prior to the next pitch, that the game is being played under protest. (Rule 7, Sec. 3 Effect *1, and Rule 11, Sec. 4)*

18. A runner steals second base on a foul tip. Is this legal? *Yes (Rule 7, Sec. 6c)*

19. With a runner at third base, the batter swings at a pitch which strikes her and bounces away. The runner scores as the catcher tries to retrieve the ball. Is the play legal? *The runner must return to third and a strike is called on the batter. (Rule 7, Sec. 6e)*

20. A ball strikes an umpire in foul ground and rebounds into fair territory. The first baseman grasps the ball and tags first base. What does the home plate umpire call? *Foul ball. (Rule 7, Sec. 9d)*

21. With one out and runners on first and third, a fast grounder is hit to the second baseman who catches the ball and throws to second to start a double play. In the opinion of the base umpire, the runner arriving at second interferes with the shortstop who is covering second. What is her call? *Both the runner and the batter-baserunner are out. (Rule 7, Sec. 12h and Rule 8, Sec. 9i)*

22. A baserunner sliding into third base dislodges it and does not maintain contact with the base. She is tagged by the third baseman. What is the decision? *Runner is safe. (Rule 8, Sec. 10k* Effect*)*

23. The shortstop fumbles a ground ball, the ball then hits the baserunner running from second base to third base. What is the decision? *Runner is safe and play continues. (Rule 8, Sec. 10d)*

24. Two baserunners occupy the same base simultaneously. The fielder legally touches the runner who reached the base last. What is the decision? *Said runner is out and play continues. (Rule 8, Sec. 1e* Effect*)*

25. There is one out with runners on first and second; the batter hits a foul tip that is legally caught by the catcher. Prior to the pitch, the count on the batter was one ball, one strike. What is the decision? *A strike is called and baserunners may advance any number of bases with liability to be put out. (Rule 7, Sec. 6c and Rule 9, Sec. 2c)*

26. There are runners on second and third. The batter bunts the ball along the first base line and intentionally kicks the ball, which the first baseman missed, while running to first base and it rolls foul. What is the decision? *The batter-baserunner is out and*

runners may not advance. (Rule 8, Sec. 9k and Rule 9, Sec. 1h, 6)

27. With runners on second and third and one out, a fly ball is caught in deep center field. The centerfielder fires the ball to the shortstop who turns and relays the ball to the catcher who tags the runner trying to score from second base. All runners had legally tagged up. What is the decision? *Run counts, runner is out at home making the third out of the inning. (Rule 8, Sec. 9b)*

28. With runners on first and second, and one out, a fly ball is hit to right center which the right fielder catches. The batter-baserunner did not see that the ball was caught and thus has rounded the base heading for second. She passed the runner on first who is tagging up. The right fielder, seeing a runner headed toward second, throws to the second baseman who tags the batter-baserunner out. In the meantime, the original runner on second base tagged up and scored and the runner on first base remained at that base. What is the decision? *Batter-baserunner is out as a result of caught fly ball. No runs may count and baserunners must return to the last base which was, in the judgment of the umpire, legally touched by them at the time of the interference. (Rule 8, Sec. 7c)*

29. With the bases loaded, an incorrect batter goes to the plate. The first pitch is wild and a run scores. Before the next pitch, the offensive team discovers this mistake and sends the correct batter to the plate. The defensive team complains that the runner should have to resume her position at third base. What is the decision? *All play stands legal and continues. (Rule 7, Sec. 2c* Effect-1*)*

*30. When must an appeal be made to the umpire? *Ball must be in play and before the next pitch, or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions. (Rule 8, Sec. 9* Effect *f-h)*

31. Is a fielder permitted to block a runner from a base? *Yes, providing she is trying to field a batted ball or has the ball ready to touch the baserunner. (Rule 8, Sec. 5b)*

32. With one out, a batter walks to load the bases. The defensive team initiates an appeal stating that the batter was batting out of order. During the ensuing discussion the runner on third starts home and scores. Is this legal? *Yes (Rule 9, Sec. 2u)*

33. A runner attempts to steal third base. The catcher and umpire bump together as the catcher winds up to throw. What should

the umpire do in this case? *Declare the ball dead and have the runner return to second base. (Rule 9, Sec. 1-o)*

34. May a bat made of metal be used in an official softball game? *Yes, as long as it conforms to the specifications established. (Rule 2, Sec. 1)*

35. When a protested game must be replayed, it is repeated in its entirety. *False, it is replayed from the point of protest. (Rule 11, Sec. 7b)*

36. On a force play at second, the ball beats the runner to the base by a fraction of a second but the infielder juggles the ball and clamps it to her body with her arms. Is the runner out? *No. (Rule 4, Sec. 11)*

37. A runner scores from third on a play where a pitched ball goes through the catcher, hits the legs of the umpire and bounces away. What is the decision? *The play is legal. (Rule 9, Sec. 2f)*

38. During a game both teams become unhappy with the decisions rendered by the base umpire and mutually consent to her removal from the game. Is this legal? *No, an umpire cannot be changed during a game unless the umpire is incapacitated by injury or illness. (Rule 10, Sec. 5)*

*39. There are no outs and a runner is on third base. The batter is walked. The runner on third moves off the base two or three steps as the walked batter runs to first base and rounds it. The catcher walks toward the mound with the ball and hands it to the pitcher near the mound. The pitcher looks to first base and steps onto the pitcher's plate. The runner on first advances to second base and there is no play. What is the decision? *Play is legal, the runner made the forward movement to the next base. (Rule 8, Sec. 9r)*

40. Must women catchers wear both a mask and a body protector? *Yes. (Rule 2, Sec. 8)*

Softball Rules Summary—Ball is Dead, Ball is in Play

Compiled by BETTY ALEXANDER

Situation	Effect on Batter	Effect on Baserunner	Rule Reference
Ball Is Dead			
1. Illegal pitch	Ball is called on batter, unless batter hits ball and reaches first base safely and all baserunners advance at least one base.	Baserunner given one base without liability of being put out.	6:1-6, Effect 7:7, b 8:5, e
2. No pitch	No action	No action—must return to base occupied at time of pitch.	6:7
3. Batter out of box (illegal batting)	Out	May not advance.	7:1, a, b 8:7, b
4. Batter hindering catcher	Out, unless baserunner tagged out, or interference at home with less than two outs	Must return to base occupied at time of interference. Runner is out.	7:3 8:7, c 8:9, e
5. Opponents interfering on foul ball	Batter is out	Must return to base occupied at time of interference.	7:4
6. Hitting ball twice or kicking hit ball	Out	May not advance.	7:5
7. Struck-at ball hits batter	Strike called—out if third strike	May not advance.	7:6, e 7:12, c 8:7, e

	Situation	Effect on Batter	Effect on Baserunner	Rule Reference
8.	Batter hit by own batted ball in batter's box in foul territory	Strike called unless third strike	May not advance.	7:6, f
9.	Foul hit ball not caught	Strike called unless third strike	May not advance.	7:6, d 7:9, Effect
10.	While in foul territory ball hits umpire, player, or other obstacle	Strike called unless third strike	May not advance.	7:9, d
11.	Bunt foul with two strikes	Out	May not advance.	7:11, Effect (2) 7:12, d
12.	Baserunner intentionally interfering with fielder catching thrown ball or making throw	Out	Out.	7:12, h
13.	Baserunner running bases in reverse order	No effect	Baserunner running in reverse order is out; others may not advance.	8:1, d 8:9, p
14.	Catcher interferes with batter striking at ball	Entitled to 1st base	May not advance unless forced.	8:2, e, Effect 8:5, d (2)
15.	Umpire hit by hit ball before being played by fielder	Entitled to 1st base	May not advance unless forced.	8:2, f, Effect (2) 8:7, f

16.	Pitched ball hits batter who made an effort to avoid being hit	Entitled to 1st base	May not advance unless forced.	8:2, g 8:7, g
17.	Pitched ball goes over, under, or through backstop	Ball or strike called	May not advance unless forced.	8:5, c, f
18.	Overthrow blocked	No effect	Entitled to one base beyond where overthrow occurred–all others same.	8:5, h
19.	Hit ball goes out of field less than 200 ft. from home or rolls out	Gets two bases	Gets two bases–cannot advance farther.	8:6, a, b
20.	Foul ball illegally caught	Strike called unless 3rd	May not advance.	8:7, a
21.	Plate umpire interferes with catcher's throw	No effect	Must return to base occupied.	8:7, d
22.	Batter-baserunner goes outside three ft. line and interferes with throw at 1st	Batter-baserunner out	May not advance.	8:8, f

	Situation	Effect on Batter	Effect on Baserunner	Rule Reference
23.	Baserunner interferes with fielder fielding ball or interferes with a thrown ball	No effect	Baserunner interfering is out; if on double play attempt, baserunner ahead of interference also out. Others may not advance unless forced.	8:9. i
24.	Baserunner struck with fair hit ball before passing a fielder when baserunner is off base	Becomes baserunner–can be put out	Baserunner out. Others may not advance unless forced.	8:9, j 8:7, c 8:2, f, Effect (2)
25.	Runner intentionally kicks ball fielder has missed	Becomes baserunner–can be put out	Baserunner out. Others may not advance unless forced.	8:9, k
26.	Batter interferes with play at home with less than two outs	No effect	Baserunner out. Others may not advance unless forced.	8:9, l
27.	Coach assists runner to stay on base or to leave base	No effect	Baserunner out. Others may not advance unless forced.	8:9, m
28.	Coach draws throw home by running along 3rd base line	No effect	Baserunner nearest 3rd out. Others may not advance unless forced.	8:9, n

29.	One or more offensive team members around a base where a play is being made	No effect	Baserunner out. Others may not advance unless forced.	8:9, o
30.	Coach interferes with thrown ball	No effect	Baserunner out. Others may not advance unless forced.	8:9, q
31.	Leaving base too soon on pitch—no pitch	No effect	Baserunner out. Others must return.	8:9, r
Ball Is in Play				
1.	Batter doesn't take position within one min. when called	Batter is out	May advance with liability to be put out.	7:1,c
2.	Strike called	Strike on batter	May advance with liability to be put out.	7:6, a, b
3.	Foul tip	Strike on batter	May advance with liability to be put out.	7:6, c 7:10
4.	Ball called	Ball on batter	May advance with liability to be put out.	7:7, a
5.	Fair hit ball	Becomes a baserunner	May advance with liability to be put out.	7:8, a-e
6.	Home run	Awarded a run. Must touch all bases	Advance home. Must touch all bases.	7:8, f
7.	After foul fly legally caught	Batter is out	May advance after ball is caught. May be put out.	7:9, Effect (1) 7:12, e

	Situation	Effect on Batter	Effect on Baserunner	Rule Reference
8.	Bunt—not foul on 3rd strike	Becomes a baserunner	May advance with liability to be put out.	7:11
9.	Infield fly rule in effect	Batter is out	May advance after catch with liability to be put out.	7:12, f
10.	Intentionally dropped fair fly or line drive with 1st; 1st and 2nd; 1st and 3rd; or 1st, 2nd, and 3rd occupied with less than two outs	Batter is out	May advance without tagging up with liability to be put out.	7:12, g
11.	Baserunner must return to a base when the ball is in play—must touch bases in reverse order	No effect	Must return with liability to be put out.	8:1, c
12.	Base becomes dislodged	No effect	May advance with liability to be put out.	8:1, c 8:4, c
13.	Two runners on same base	No effect	Runner there first entitled to base. Other may be put out.	8:1, c
14.	Third strike rule	Becomes a baserunner	May advance with liability to be put out.	8:2, b
15.	Fair hit ball strikes umpire in foul territory	Becomes a baserunner	May advance with liability to be put out.	8:2, c

16.	Four balls	Entitled to 1st base, may advance farther	May advance with liability to be put out. (Unless forced)	8:2, d
17.	Fair hit ball hits umpire or baserunner after passing fielder	Becomes a baserunner	May advance with liability to be put out.	8:2, f
18.	Overthrow not blocked or obstructed	No effect	May advance with liability to be put out.	8:3, b
19.	Ball slips from pitcher's hand on windup or backswing	No effect	May advance with liability to be put out.	8:3, d
20.	Fielder interferes with runner unless fielding ball or has ball for put-out	No effect	Baserunner interfered with gets base entitled to and may take more. Others may advance with liability to be put out.	8:5, b
21.	Fielder makes illegal catch of hit ball	Entitled to three bases–may take more with liability to be put out	Entitled to three bases–may take more with liability to be put out.	8:5, g
22.	Fielder makes illegal catch of thrown ball	Entitled to two bases–may take more with liability to be put out	Entitled to two bases–may take more with liability to be put out.	8:5, g
23.	When batter-baserunner is out:			
	a. Dropped third strike and played out	Batter-baserunner is out	May advance with liability to be put out.	8:8, a, b

	Situation	Effect on Batter	Effect on Baserunner	Rule Reference
	b. Tagged out before reaching 1st			8:8, c, d
	c. Fly legally caught		May advance after catch.	8:8, e
24.	When baserunner is out:			
	a. More than three ft. out of base line to keep from being tagged	No effect	Baserunner involved is out. Others may advance any number of bases with liability to be put out.	8:9, a
	b. Tagged out			8:9, b
	c. Forced out			8:9, c
	d. Failure to return to base after suspension of play			8:9, d
	e. Passing runner			8:9, e
25.	Appeal plays			
	a. Leaving base too soon on fly ball caught	No effect	Baserunner guilty is out if appeal is made. Others may advance with liability to be put out.	8:9, f
	b. Failure to touch base			8:9, g
	c. Making illegal turn at 1st			8:9, h

Index to Rules

	Rule	Sec.
Appeal Play—Defined	4	1
Batting	7	2b, c
Leaving base on fly	8	9f
Missing base	8	9g
Overrunning first	8	9h
Assists	12	11
Ball Called, when	7	7
Ball Dead	9	1
Ball in play	9	2
Baserunner—Defined	4	4
Legal order for touching bases	8	1
Batter is baserunner	8	2
When entitled to bases	8	5
When to return to bases	8	7
When out	8	9
When not out	8	10
Advance limited	8	6
When player is entitled to bases with liability of being put out	8	3
If bases become dislodged	8	1c
When two on same base	8	1e
Bases run in reverse order	8	1d
Batted Ball—Defined	4	5
Hitting batter		
In fair territory	7	5
In four territory	7	6
Hitting runner		
After passing fielder	8	2f Effect (1)
Before passing fielder	8	2f Effect (2)
	8	9j
Hitting umpire		
After passing fielder	8	2f Effect (1)
Before passing fielder	8	2f Effect (2)
In foul territory	8	2c
	7	9d
Batter—Rules for	7	
When out	7	5,12
Becomes a baserunner	8	2
Hit by a pitched ball	8	7g
	8	2g
Batter-Baserunner—		
Defined	4	7
When out	8	8
Batter's Box—	1	4
Defined	4	6
Batting—Order, defined	4	8
	7	2
Outside playing field	7	8
	8	5
Batting out of order	7	2
Batting position	7	1
Blocked Ball—Defined	4	9
Body Protectors	2	8
Bunt—	7	11
Defined	4	10
When out	7	11
	7	12d
Catcher's Box	4	12
Coach—Defined	4	13
Number of	10	8b
Position of	10	8b
Penalty for offense	10	1d
Coach's Box	1	4
Dead Ball	9	1
Defined	4	14
Defensive Team—		
Defined	4	15
Diamond		
Size	1	3
Method of laying out	1	4
Fitness for play	5	2
Infield, defined	4	28
Outfield, defined	4	37

	Rule	Sec.
Double Play–Defined	4	16
Equipment–Bat, material, size, and safety grip	2	1
Official softball, size, material	2	2
Home plate, size, material	2	3
Pitcher's plate, size, material	2	4
Bases, size, material	2	5
Players' costume	2	6-8
Errors	12	13
Fair Ball	7	8
Defined	4	17
Field–see Diamond		
Fielder–Defined	4	19
Fly Ball–Defined	4	20
Force-Out–Defined	4	21
Forfeited Game–Team fails to appear	5	3,4
Team refuses to play	5	3e
Team uses delaying tactics	5	3e
Team violates rules	5	3e
Team has less than nine players	5	3e
Foul Ball	7	9
Foul Tip	7	10
Defined	4	23
Game–Length of	5	3
May be called by umpire	5	2,3
Tie score	5	3,4
Tie game	5	3,4
Forfeited games	5	3,4
Winner	5	4
To start	3	2
Gloves	2	6
Ground Rules	1	2
Ground Rule Double	8	6a,b
Home Run–When ball batted outside playing field	7	8f
Home Team–Defined	4	24
Illegally Batted Ball	7	1a,b
Illegally Caught Ball–Defined	4	25
Penalty for offense	8	5g
If foul	8	7a
Infield–Defined	4	28
Infield Fly–Defined	4	29
When in effect	7	12f
Inning–Defined	4	30
Innings–Choice of bat	5	1
Length of game	5	3
Interference–Defined	4	31
Batter	7	3
	8	9c
	8	7c
Batting team	7	4
Batter-baserunner	8	8f
Baserunner out	8	9a
Baserunner not out	8	10a,c
By coach	8	9m
	8	9n
	8	9q
Catcher	8	2e
Fielder	8	5b
	9	21
Plate umpire	8	7d
Offensive team	8	9o
Umpire	8	2
	8	7c,f
	8	7d
Leaving Base Too Soon on Pitch	8	9r
Legal Touch–Defined	4	32
Legally Batted Ball	7	8,9
Legally Caught Ball–Defined	4	33
Line Drive–Defined	4	34
Masks	2	8

	Rule	Sec.
Mitts	2	6
No Pitch	6	7
Obstruction—Defined	4	35
Offensive Team—Defined	4	36
Out—Baserunners are out	8	9
Baserunners are not out	8	10
Batter is out	7	5-12
Outfield—Defined	4	37
Overslide—Defined	4	38
Overthrow—Defined	4	39
Not blocked	8	3b
Blocked	8	5h
Passed Ball—Defined	4	40
Penalties—For coaches	10	8
Failure to report substitution	3	3
Pitcher's Plate—Size, Material	2	4
Pitching—Pitcher's position	6	1
Ball delivery, step taken	6	2
Substitute for pitcher	3	3
Legal delivery of ball	6	3,4
Tape or substance on hand or ball not allowed	6	6
Warm up procedure	6	8
No pitch declared	6	7
Illegal pitches	6	1-6
Pivot Foot—Defined	4	41
"Play"—Defined	4	42
Players—Number for team	3	1
Position of	3	1
Substitutes for	3	3
Player's Costumes—Gloves and mitts	2	6
Masks, body protectors	2	8
Shoes	2	7
Knickers or slacks	2	8
Protests	11	
Put-Outs—Scored	12	10
Quick Return Pitch—Defined	4	43
"Rocker" Action of Pitcher	6	4b
Runs—Scoring of	5	5-7
	12	5
Sacrifice Fly—Defined	4	44
Scoring	12	
Official scorer	12	1
Box score	12	2
Summary	12	3
Ties and forfeits	12	4
Runs scored	12	5
Base hits	12	6
Base hits not scored	12	7
Length of hit	12	8
Sacrifices	12	9
Put-outs	12	10
Assists	12	11
No credit for assist	12	12
Errors	12	13
Errors not charged	12	14
Stolen bases	12	15
Pitcher win	12	16
Pitcher loss	12	17
Shoes—Spikes on, illegal	2	7
Strike—Called by umpire	7	6
Strike Zone—Defined	4	45
Substitutes—Number, rules for	3	3
Announced by umpire	3	3
Suspension of Play	10	7
Tagged Out	8	9b
Three-Foot line	1	4
Out when leaving	8	8f
	8	9a
Not out when leaving	8	10a,b

	Rule	Sec.
Third Strike Rule	7	6
	8	2b
Tie	5	3,4
"Time"—Defined	4	46
Turn at Bat—Defined	4	47
Umpires—Powers, duties	10	
Single umpire	10	4
General information	10	
Plate umpire	10	2
Base umpire	10	3
Signals	10	6
Change of umpire	10	5
Violations and penalty.	10	8
Suspension of play	10	7
Wild Pitch—Defined	4	48
Winner—Game	5	4
Pitcher	12	16

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